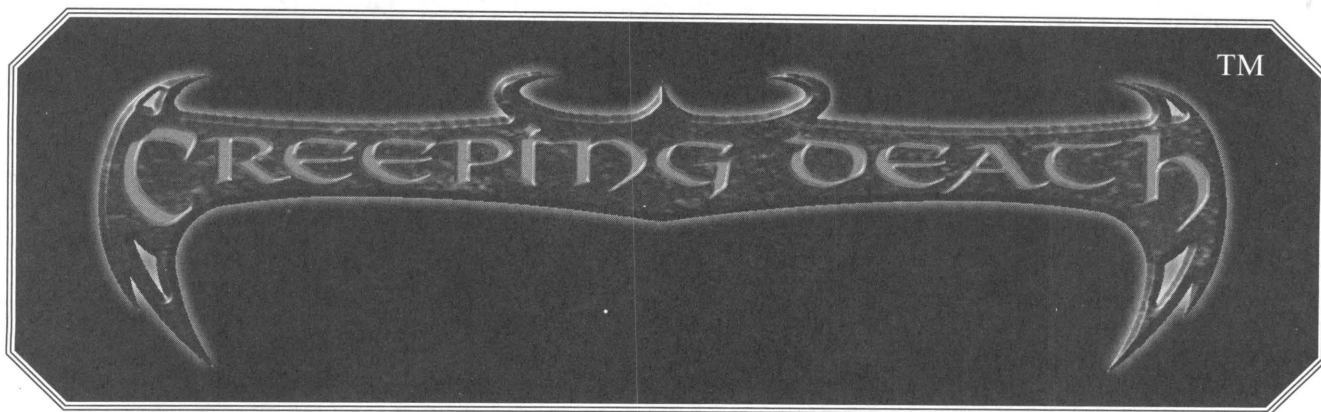


Creeping Death



CAMPAIGN BUILDER NUMBER ONE



created by

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THE BRÜNE

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Welcome To Our Nightmare...

CREEPING DEATH contains all of the Monsters you'll need to intimidate, annoy, confuse, amuse, embarrass, destroy, and/or soulsnuff any Player in your game. And if a whole horde full of Monsters wasn't enough, we've included some *verrry* interesting Unique Creatures, new Races, and, of course, new Freaks. That, and a whole host of Shadar Lords, including Lord Valthrustra himself!

Death To All Who Oppose Us!!! (no, but *really*...)

Death To All Who Oppose Us! Really! Yes, the concept of The Campaign Builder has arrived, and Nova Eth Publishing is the first to employ it to its fullest. **CREEPING DEATH** is our first official Campaign Builder; the first of many official Campaign Builders that'll allow you to expand your own campaign's horizons, give you new Monsters, Races, Professions, Freaks, Magicks, and Artifacts to play with, and generally cause you to foam at the mouth and fall over backward.

A Word To The Wise

In The SenZar System, we freely use the term "Creator" (known in other FRP games as the "GM," "Game Judge," "Dungeon Master," "Keeper," or "The Dude Who Runs The Game"). The term "Creator" is not intended to be blasphemous. Not at all. There's enough ignorance, prejudice, and fear in "The Real World" as it is, and we do not intend to perpetuate such idiocy in any way, shape, or form. Instead, we use the term "Creator" in its most basic, elemental sense: one who creates. In The SenZar System, the Creator is the person who "creates" the "world" in which the Player Characters (the PCs) "adventure." He sets the scene, moderating the interaction between the PCs and their fantasy-world environment; acting in a sense as the "computer brain" acts in the software parameters of a standard computer game, except with the warmer, more "fuzzy" guidelines of the Human imagination to guide him. It's really that simple. There are no hidden agendas, no secret schemes of mental subversion, nor any clandestine attempts at world domination secreted within the term "Creator" or within The SenZar System as a whole. In The SenZar System, the only things we promote are Imagination, Creativity, and Fun.

...and anyone who thinks otherwise is entitled to his opinion, no matter how wrong it is.

Words Be Nimble, Words Be Quick

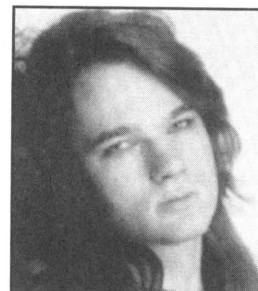
We use the male pronouns "he, him, and his" in The SenZar System to represent the he/she/it pronominal spectrum (otherwise known as the "he did what?" scatological spectrum). Sure, we're guys, and using "guy-terms" is what guys normally do, but you'd have to agree that "he" is a lot less scary than exclusively employing some generic, androgynous term like "it" or "one." Occasionally the use of the authoritative "we" is employed, but

only to protect the innocent.

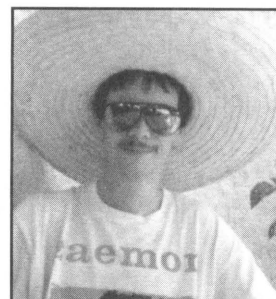
So Now...

So now that you've got the gist of things, and now that all the politically correct (or critically erect) BS is done, we would like to formally welcome you to our nightmare, **CREEPING DEATH**...

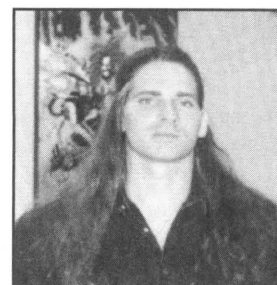
...now go kill some Bad Guys and have some fun...



Todd King



Joseph Giaccone, Jr.



THE BRÜNE

Creeping Death Terms & Terminologies

The “Monster”: Monsters are, by definition, all creatures, animals, and things (yes, THINGS!) in The SenZar System that are not defined as a “Race,” “Profession,” “Freak,” or “Immortal” in SenZar.

Monsters & Levels: Monsters typically do not have “Levels,” for they normally are unskilled, non-Professional wild creatures, with no training in the normal SenZar Professions.

Kill Factors: To state it bluntly, the Kill Factor is a relative measure of how tough the Monster is to kill. The more Kill Factors, the tougher the Monster. However, to explain it a bit less bluntly, the Kill Factor is the “Level” rating for monsters. It roughly equates to the “Level” rating for PCs and NPCs, but can range quite a bit higher in some instances. For instance, PCs must be Immortal to break the 20th Level barrier. Monsters, however, definitely do not have to be Immortal in order to break 20 Kill Factors.

As Kill Factors increase, the monster becomes much more difficult to kill. It gains more Hit Points, more Combat Values, and, in some cases, more Power Points as Kill Factors increase.

Kill Factors & Hit Points: This works the same as it does for PCs, with the exception of substituting “kill factors” for “levels” in the formula. Simply take the Monster’s Constitution Attribute, and multiply it by the Monster’s Kill Factor.

$$1 \text{ Kill Factor} = \# \text{ of Hit Points equal to Monster's CON Attribute}$$

Example 1: Let’s say that there’s a Monster with a CON of 10 out there. If it has 1 Kill Factor, then it has 10 Hit Points. However, if the same Monster has 3 Kill Factors, then it will have 30 Hit Points.

Example 2: Let’s say that another Monster has a CON of 20. With 1 Kill Factor, it’ll have 20 Hit Points. With 3 Kill Factors, however, it’ll have 60 Hit Points. And with 100 Kill Factors it’ll have 2,000 Hit Points!

Aieee! That’s right. But just wait’ll ya see how many Hit Points a Monster with a CON of 100 and 100 Kill Factors has!

Isn’t That Just A Bit Ridiculous? Hey! They’re not called “Monsters” for nothin’! But in all fairness, Monsters come in all sizes, shapes, and Kill Factors. From the comical farting Flander to the world-snuffing Voom The Destroyer, Monsters range from practically harmless to absolutely devastating. It’s up to the Creator to make things interesting, challenging, and FUN for his Players, and with a wide range of Monsters to choose from, the wise Creator can deliver the goods on all three fronts.

Unskilled Monsters: These are the “normal” animals of the world, as well as the majority of the “magical” creatures and

monsters in the game. They lack either the intelligence to “train” in a Profession, or have not had the opportunity to do so. As such, they are “raw” talents, with no Professional backgrounds.

Skilled Monsters: Some Greater Wyrms, Spirit Creatures, Undead, and Creatures of The Pit have had some sort of Professional training. As such, you may find that they have some abilities listed as acting as “that of a such-and-such Level Profession.” That’s fine. That *does not* mean that they *are* that Level, or that Profession. It *does not* mean that they have all of the abilities of that particular Profession. It *does not* mean that they have the Hit Points, Combat Values, Power Points, or Skills associated with it. It simply means that they have the abilities of someone who is of that Level in that Profession.

The Unique Dudes: These guys may have either Kill Factors (the more “monster-like” of the group), while some may truly have Levels, as they once were PCs or NPCs.

Combat Values For Monsters: Monsters have Professional Combat. 1 Kill Factor equals 1 Professional Combat Level so far as CVs are concerned. This includes both AV & DV.

$$\begin{aligned} \text{Monster's CV} &= \text{Professional Combat} \\ \text{Professional Combat} &= +1 \text{ to CV per Kill Factor, including} \\ &\quad \text{1st Kill Factor} \end{aligned}$$

Continuous Damage: After a successful hit that causes damage to the victim, Continuous Damage will allow the Monster to continue to inflict his initial damage to the victim without further need for a roll. Continuous Damage has to get through the victim’s AP in order to be successful, and therefore to be continuous. If it doesn’t get through, then don’t worry about it (the Monster can always try to attack again!).

Example: A Flying Fang strikes its AP 0 victim for 4 points of damage. Since the Flying Fang causes Continuous Damage, it will continue to inflict 4 points of damage to the victim *without the need for any more rolls* on each and every one of its future Action Phases until either the victim is dead or the Flying Fang decides that it’s had its fill of blood.

AP Example: If the victim in the above example had, say, 2 points of AP, then the Flying Fang would have caused 4 points - 2 points = 2 points of damage, and the Flying Fang’s Continuous Damage would have been 2 points. If the victim would have had an AP of 4 or higher, then the Flying Fang’s 4 Hit Points of damage could not have gotten through, and therefore his Continuous Damage could not have been called into play.

Critical Hit Damage: A Critical Hit, of course, will double the initial damage, and may allow the Flying Fang to “punch through” the tougher APs, up to AP 8. Against the 0 AP victim in the first example, a Critical Hit that causes 8 Hit Points of damage (the Flying Fang’s max) would cause 8 Hit Points of Continuous Damage!

CMR (Combat Movement Rate): The normal land-based CMR is listed first. Flying CMR is listed within parenthe-

ses. Any other unusual form of CMRs will be listed within brackets or by an asterisk, and will be fully explained in the "Explanations" section for that particular Monster.

Special Stuff: This will cover the Monster's "special" abilities and/or powers, including any applicable Special Powers, Skills, Martial Arts, or Spellcasting abilities. The first sentence in this section is the "Attack Options" listing (see below).

Attack Options: These are the different possible means of attack that the Monster can employ. One and only one of these are possible per Action Phase. Therefore, if a Basilisk has listed "Claw (X4)," then this means that the Basilisk can attack with up to 4 Claws per Action Phase (aieeee!!!). The Attack Options typically are listed in the first sentence of the "Special Stuff," and are explained further when necessary in the "Explanations" section.

Action Phases: As a general guideline, we tend to employ the progression for Professional Combat. Of course, some Monsters will totally defy this simplified progression, so don't be alarmed when you discover how many Action Phases the dreaded Death's Head gets...

Power Progressions: All Monsters progress at the Semiprofessional Magick Progression, unless otherwise noted.

Saves: Monsters get Saves too! They're listed across from the Attributes, and are set at the "base" Save for that particular Attribute score. Any Saves that are followed by an "*" have been modified from the base Save, and have already been raised or lowered according to that Monster's own special abilities, innate defenses, or whatever else it is that makes that Monster more (or less) likely to make his Save.

Skill Rolls: Some Monsters have Skill Rolls, and some don't. If the Monster has something listed under its "Special Stuff" that requires a Skill Roll (like "Stealth"), then simply use the Monster's GovAttribute to determine its Skill Roll. The Saves (i.e., the GovAttribute's Skill Roll) are conveniently listed, of course.

The "Base": Every numerical listing is a Base, or a guideline, for that particular species of Monster. Consider The Base as the statistical medium for that species, and nothing more. At the Creator's discretion, The Base may be modified positively somewhat to account for a particularly tough example of that species, or modified negatively somewhat to account for a real wimp. We tend to employ the following guidelines:

<u>Monster's Hit Points</u>	<u>Modifier To Hit Points</u>
less than 50	± 1d6
51-99	± 1d10
100-999	± 1d20
1,000+	± 1d100

Magick & The Base: Of course, there may be occasions when that predictable old Monster has managed to land itself some type of magickal weapon or item that allows it to supersede its normal Base, thereby allowing it to do more damage, resist more damage, raise its CV, or to incorporate some other miscellaneous modifying effect. Depending on the type of campaign the Creator runs, Monsters can range from "straight up," or exactly as listed, to "terrifyingly realistic," if they actually use the magickal treasure that they've managed to hoard! Be warned: the Creator has every right to play the Monster up to its full potential, and the more intelligent ones will more than likely take advantage of their bright and shiny magickal hoardables!

Monsters, Power & Power Points: For those Monsters that actually have spellcasting abilities, we will employ the standard Professional or Semiprofessional Magick progressions for determining their Power Point Pool. In these cases, the Monster's Kill Factor will equate to the "Level Of Experience" so far as determining Power Points goes.

Note: The Power Progression typically will not be listed in the "Special Stuff" section of the Monster's listing.

As for the Monster's Power Attribute, we will usually assign the Monster the minimum amount of Power that it would get normally with whatever Power Progression it possesses. We assume, however, that the Monster's initial Power is 0.

Note: Don't throw a fit when some Monster defies the typical progression, as we have assigned some of the more innately magickal Monsters a higher Power Attribute than is to be expected.

When & Where Found: Monsters can be found anywhere, at anytime. It's all up to the Creator, and how he runs his campaign—although some small measure of logic must be employed to "explain" why the Monster is where it is. As such, we have refrained from "pegging" the Monsters with a terrain by terrain breakdown, instead allowing the Creator to establish the whys and the wherefores on his own.

Body Weaponry: The majority of the time, it's already been calculated into the Monster's Damage, so don't expect to see it listed except in rare cases.

Monster Size: Monsters come in a variety of different sizes. For comparison's sake, we will consider Humans and the rest of the Races found on SenZar to share an "Average" rating. Monsters, of course, will range from "Tiny" to "Gigantic." Rather than make an absolutely quantitative evaluation of all the Monsters, we will instead make a more qualitative evaluation, with 6 different categories: Tiny, Small, Average, Large, Huge, and Gigantic.

<u>Size</u>	<u>Mass Range</u>
Tiny	less than 1 lb
Small	1 to 50 lbs
Average	50 to 500 lbs
Large	500 to 5,000 lbs
Huge	5,000 to 10,000 lbs
Gigantic	10,000 + lbs

Monster Size & CV Modifiers: Normally, the Monster's CV Bonus, based on its DEX, will take care of most of the typical "small vs. large" combat modifiers, as the smaller Monsters will tend to have a higher DEX, and thus more of a CV Bonus, than the larger Monsters.

However, should the Creator be so inclined, he may use the following guidelines for adjusting DVs.

Monster Size/Mass Range/DV Bonus/Penalty

<u>Size</u>	<u>Mass Range</u>	<u>DV Bonus/Penalty</u>
Puny	less than 1 oz	+10
Tiny	less than 1 lb	+5
Small	1 to 50 lbs	+2
Average	50 to 500 lbs	0
Large	500 to 5,000 lbs	-2
Huge	5,000 to 10,000 lbs	-5
Gigantic	10,000 + lbs	-10

Note: We've already calculated the majority of these for you, and they await you in the write-ups. However, feel free to improvise, as this is admittedly based upon, and biased by, the fact that most PCs will be of "Average" size, and that all the bonuses and/or penalties are calculated from the "Average" perspective.

Were-Creatures: There aren't any. Well, not really, at least in the classical Terran sense. Lycanthropy and its associated magickal afflictions do not normally exist on SenZar, although there have been, and probably will continue to be, a few notable exceptions to this rule.

Note: A few of the Races, such as the G'rru, the Tauran, and the Tygor, are about as "were" as it gets, and are probably responsible for most legends concerning were-creatures.

Dragons & Wyrms: Dragons are the typical dragons of legend, while Wyrms are the more serpentine variety.

"Normal" Animals: While they don't make the most interesting Monsters, the "normal" animals, such as snakes, cows, goats, and the lot, will still be listed. They are, however, listed in only the most basic fashion, with no individual listings such as the cooler Monsters have. (They're in "The Appendix.")

Kill Factors: This is the "Level" for non-Professioned Monsters. It roughly, but not exactly, corresponds to the Level of any of the normal Races and Professions.

Monsters & Experience: With the noted exceptions below, this works the same as described in **SenZar**.

Creator's Note: For Kill Factors above 20, simply continue the progression, or make up your own.

XP Categories: Although the actual XP Category is decided by the Creator, there are some general, extremely simple guidelines to go by:

<u>XP Category</u>	<u>Explanation</u>
Simple	Monster is ¼ PC's Level
Easy	Monster is ½ PC's Level
Average	Monster is roughly PC's Level
Difficult	Monster is 2X PC's Level
Deadly	Monster is 4X or more PC's Level

Phased Attacks: This means that the Monster can attack on each and every Action Phase indicated, yet it can move only on its Primary or 1st Action Phase. (Or, if the Monster is capable of multiple Action Phases due to its Kill Factors and/or Ferocity, then it can move on each of its normal, but not necessarily all of its Phased, Action Phases.)

Monsters & Random Encounters

Monsters & "Random Encounters": No encounter with a Monster is ever random, at least in a fantasy world run by a Creator. As such, each and every encounter should be planned, if not planned for, in advance by the Creator. This means that the Creator should be the one who decides when and if the Monster should appear in his campaign, as well as the exact number of Monsters, their particular placement in his campaign, and the particular reason why the little critters are there.

If, however, such mental gymnastics don't entirely appeal to you, or if you really don't feel like rationalizing everything in a given amount of time, then feel free to unpack your random dice to roll some fairly random rolls.

Number Of Monsters Appearing: Yes, just as with random treasure and magick items, we've provided a handy-dandy table for your use in determining the number of Monsters which will appear during a given encounter. A word first: The table is entirely subjective, and will require a bit of creative thought from the Creator, who must first determine the relative "danger level" of the Monsters, in correlation to the relative "experience levels" of the PCs involved in the encounter. Next, the Creator will have to determine if the encounter will be "Simple," "Easy," "Average," "Difficult," or "Deadly." Finally, the Creator can roll the appropriate dice to determine the number of Monsters called for during that particular type of encounter.

Random Monster Table

<u>Monster's Relative Danger</u>	<u>Scenario</u>	<u>#</u>
Monster = ¼ PC's Level	Simple:	1
	Easy:	1d4
	Average:	1d8
	Difficult:	1d20
	Deadly:	1d100
Monster = ½ PC's Level	Easy:	1
	Average:	1d4
	Difficult:	1d8
	Deadly:	1d20
Monster = roughly PC's Level	Average:	1
	Difficult:	1d4
	Deadly:	1d8
Monster = 2X PC's Level	Difficult:	1
	Deadly:	1d4
Monster = 4X (or +) PC's Level	Deadly:	1

Explanations: As you can see, the progression is logical and uniform throughout the table, with the illogical scenarios weeded out (such as a "simple" scenario involving a Monster 4X or higher than the PC's own Level). The progression allows for the XP Table's own progression, saving the Creator unnecessary trouble when it comes down to granting XP for randomly rolled encounters.

The Distribution & Placement Of Monsters: Rather than bog you down with an endless array of tables telling you where the Monsters should be in your own campaign, we've taken the liberty to inform you of their normal ranges in their write-ups (such as "in The Midnight Realm," or "in the cold, frozen wastes," or "virtually anywhere"). It's up to you whether or not those particular creatures dwell where we say they dwell, too. After all, it's your campaign, and your Monsters can dwell where you darn well want them to dwell.

Random Disease Table

This is provided for those Creators who are too lazy to refer to the "Dis eases" section in *SenZar*. This works fine for a quick on-the-fly infection, but for all the horrid specs on the major diseases, refer to the above mentioned section anyway.

D8 Roll Disease

1	The Runs
2	The Dark Crawlies
3	Foot Rot
4	The Shakes
5	Black Brain Rot
6	The Crunge
7	Grimlock
8	The Plague

Note: The "Immunity To Disease" Special Power will totally ward the victim versus all of these Diseases.

An Example of Monster Combat

Here's where we introduce you to the Monsters, who, of course, will introduce you to Pain. For our purposes, we'll use a Monster with that has multiple attack options, just to give you a feel for how insane true combat with a raging Monster can be. We'll call this little example "Death by Gor-Gar!"

Pre-Combat Setup: The wicked Gor-Gar (see "Dinosaurs" for its awesome stats!) has been stalking the scent of a potentially tasty morsel or two for several minutes now, and has, at last reached the site of the Great Rift jungle clearing where a party of 5 moderately powerful but extremely foolish adventurers have set up camp. Secretly smiling to himself, the Creator rolls the Gor-Gar's Stealth Skill Role, and makes the roll by 5. Not one of the PCs makes his roll, and, foolishly—believing that no "truly dangerous dinosaur" could "sneak up" on them anyway—not one of the PCs burns a Fate Point to counter the Gor-Gar's stealth efforts. Agreeing with them out of nothing more than sheer spite, the Creator grins, and the fun begins...

Round 1, Phase 1: Surprise! All of the PCs have a whopping "0" for their DV! With an AV of 21, the Gor-Gar can't miss! (And you just know he *ain't* gonna Fumble...) The Gor-Gar chooses the nearest party member (the Rellian in that shiny Full Battle Armor, 'natch!), and launches an attack. Here, of course, the Creator has a long list of options from which to choose. It seems that the Gor-Gar can attack with either a Bite (for 5d10 + 2d8, X2 normal, X3 Crit), a Gore (for 5d10 + 2d8), a Tail-Smash (for 5d10 + 2d8), a Trample (for 5d10 + 2d8), or a simple old Kick (5d10 + 2d8). Of course he decides to Bite. The Creator rolls a 16, which translates into a Critical Hit, and the hapless Rellian takes a whopping 5d10 + 2d8, X3 Crit! What fun! If the Creator rolls max damage, then the poor sap will take 198 points of damage! Aieeee! Crush, crumble, chomp!

Phase 2, Round 1: Now, of course, the Surprise Phase is over, and the remaining party members are only now beginning to comprehend their fate. Sure, they'll be able to act. Perhaps even somewhat rationally. But the Gor-Gar still has 4 Action Phases and somewhere around 400 Hit Points, and he can still employ any of his original attacks in this and any one of his subsequent Action Phases! "Looks like I'll stay here in the tent, while Jim wrestles with the fierce and terribly sneaky Gor-Gar..."

Creator's Note: Yes, it's true—If the attack form is listed under "Special Stuff," then that Monster can use it *on each and every one* of its Action Phases, unless specifically noted otherwise (and that's not too often). And, yes, some creatures have special Skills—and not just Special Powers—that can be employed to crucify, humiliate, and demoralize the PCs. Like a Gor-Gar with "Stealth." And, finally, not every single attack has to be "The Big One," like the Gor-Gar's nasty bite. Sure, maybe it can bite more than once in a Combat Round. But all five times? That might be stretching it a bit. Embellish the encounter with a variety of attacks, if possible, if *only because* a Trample or a Gore can really, really, really embarrass, infuriate, and, most of the time, annihilate most PCs.

Understanding The Creeping Death

Format

Although it's been set up to be rather self-explanatory, we've provided a few explanations below which will help you in employing the creatures of Creeping Death to your full advantage.

The Different Categories: Some Monsters, such as "Common Creatures," will have brief introductions within their particular chapters, and will be dealt with and explained within their own descriptions. There are several different categories of Monster, such as "Elementals," "Creatures Of The Pit," or "Shadar Lords," however, which will have special explanations at the start of that particular chapter; explanations with which the Creator will have to familiarize himself if he plans to employ those particular creatures to their highest potential.

The Table Format: Each Monster within each chapter has been set up in a convenient table format, which briefly yet succinctly explains the capabilities of the creature, its Attributes, Saves, Combat Stats, Special Stuff (like Special Powers and Skills), followed by an Explanation section which will give the Creator some special info on the creature and its individual peculiarities.

Attributes: With few exceptions, these function the same for the Monsters as they do for the PCs and NPCs in the campaign. These Attributes will range from mortal humanoid standards to the extreme Immortal ranges. By strict interpretation of the rules, some of the Monsters should not have Attributes higher than "20," or the mortal limit. However, as with all things, there are exceptions to the rules, and some Monsters will defy this limit, although there will typically be a good explanation for it.

Saves: These function the same for the Monsters as they do for the PCs and NPCs in the campaign. Any special bonuses or penalties will be mentioned in the "Special Stuff" or the "Explanations" sections.

Combat Stats: Since all Monsters progress as per the Professional Combat standard, this will be pretty standard. We have taken the liberty of calculating the size bonuses and penalties for the Monsters for you, though it should be noted that, again, some rare few of them will be nonstandard due to that creature's particular special abilities.

Special Stuff: This section summarizes the info that you'll need to run the creature properly in combat situations. Within, you'll find its attack specialities, damage ranges, particular Skills & Special Powers, and any other salient information which might not be explained elsewhere. Only the necessary Skills have been noted, so feel free to improvise if desired.

Explanations: This section will explain the particulars of the Monster, including any special information not explained else-

where. The habits, ranges, and locales will be defined, if necessary, as well as any special combat abilities that need more explanation than is given in the Special Stuff section. The Explanation should give the creative Creator enough of an impetus to emboss and embellish the Monster, and use it to his advantage in his own campaign. Most Explanations are brief, however, but these are reserved for Monsters that don't need much more than a brief Explanation. Those which are a bit more complicated (and more like PCs in power and complexity) are given more Explanation space, in accordance to their higher status as Adventurer Killers.

Loot: Not all creatures hoard treasure the same. Thus, we've provided a simple table to both qualify and quantify their different tastes in hoarding loot. The modifiers apply both to the "Misc. Loot" and "Random Magick Loot" tables found in **SenZar**. Please note that "None" can apply to Monsters that may themselves be "loot" (such as most Golems), or may be guarding another hoard of loot for someone else.

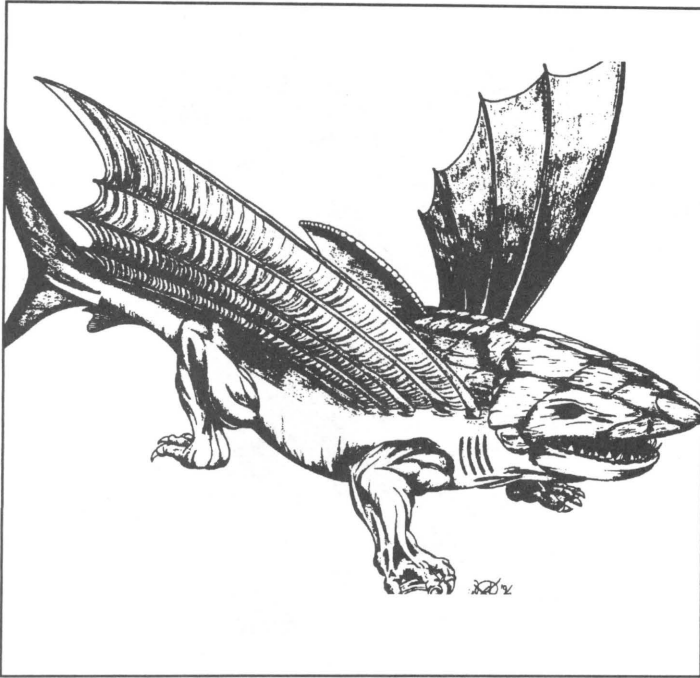
<u>Monster's Loot</u>	<u>Loot Modifier</u>
None	None
Very Little	X.25
Little	X.5
Average	X1
Lots	X2
Greedy	X4
Hoarder!!!	X10

Karma & Codes: Monsters typically don't get Karma. Why not? They're not PCs or NPCs, per se. And while some could argue, perhaps successfully, that every sentient should have Karma, we believe that Monsters should not possess it, as Karma is best left to the PCs and NPCs who use the Fate Points generated by it for their own personal use. However, should the Creator wish it, he is free to invest Karma in a Monster as often as he wishes, especially in certain instances which involve Saves vs. Karma, such as in certain magicks. This Karma should not be considered to be "permanent," such as with PCs, and it should not grant the Monster any Fate Points. It should simply be considered as "temporary" or "situational." (The point is that most Monsters are "random," and are not meant to be encountered more than once, if ever again. As such, it's basically a waste of time to dole out Karma to such ephemeral beasties. The exceptions to this are Monsters who become NPCs, or even PCs, who will need their Karma to fully generate their Character, and, of course, the Shadar Lords, who are Immortal Big Bad NPCs, and who need their Karma fleshed out fully in order to make them more than one-dimensional caricatures of their true glory.)

Note: We realize that we're hypocrites for not giving all the Nebular, Demon Lords, and Chthon their proper Karma. True, they're all Immortal Deific Gods, and they deserve it just as do the Shadar Lords, but it has been our experience that Creators like their own freedom of choice when it comes to things that can, and probably will, interact with their own campaigns on a somewhat extended basis. As such, we've left their Karma "blank," and ready to roll, if necessary, and the Creator can choose either to leave it blank, or assign them the values that best apply to his own conception of The Pit and its denizens.

Common Monsters

These are the “common” Monsters that roam SenZar. They range from the simple Flying Fang to the mighty Death’s Head.



AIRSHARK

Size: Huge

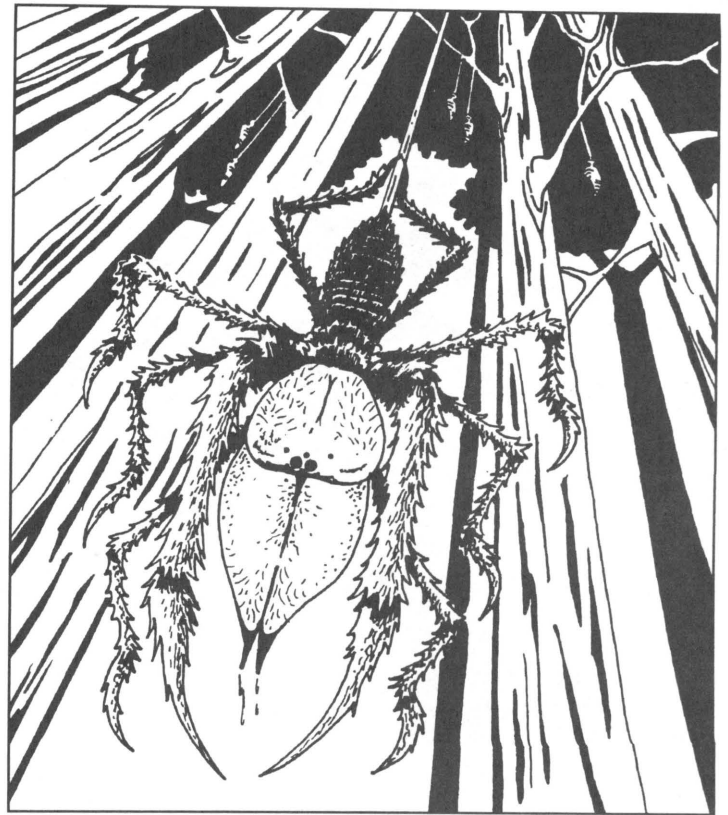
Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 15
SPD: 10	11	Hit Points: 270 ($\pm 1d20$)
DEX: 10	11	AP: 10
CON: 18	3	AV: 15
WILL: 11	10	DV: 10
INT: 8	13	Loot: Average
PRE: 18	3	CMR: 4, 10* (15)
PER: 16	5	Action Phases: 4
POWER: 60	40%	Power Pool: 3,000

Special Stuff

Bite (5d10 + 2d8), Claws (5d10 + 1d8). Stealth (3 Mods). Infravision. Toughness. Swim (*10 CMR). Fly (15 CMR).

Explanations

The Airshark is a rare creature, capable of not only rudimentary land-crawling, but also of adequate swimming and somewhat speedy flying. This dreadful creature—some warped Alchemist’s nightmare—hunts like the solitary great white shark from which it derives some of its genes. Fortunately, like the great white shark, the Airshark is generally a solitary creature, although its personal hunting range is somewhat more expansive, both geographically and climactically, than that of its distant aquatic relative.



ARAKTHANOS

Size: Large

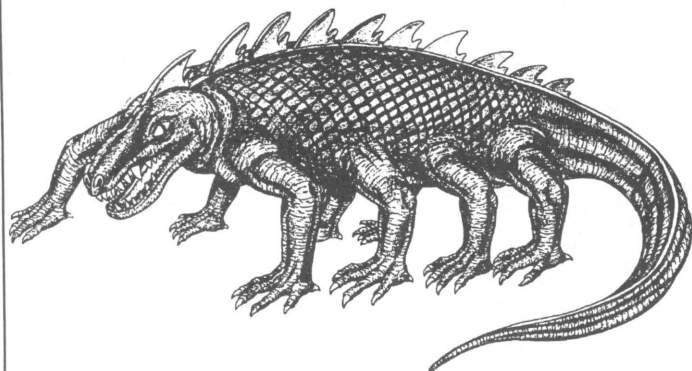
Attributes	Save	Combat Stats
STR: 15	6	Kill Factors: 5
SPD: 14	7	Hit Points: 75 ($\pm 1d10$)
DEX: 16	5	AP: 4
CON: 15	6	AV: 11
WILL: 11	10	DV: 9
INT: 6	15	Loot: Lots
PRE: 16	5	CMR: 9, 6*
PER: 18	3	Action Phases: 2
POWER: 20	80%	Power Pool: 100

Special Stuff

Bite (2-16 + 1d6 + Venom Damage: Save vs. CON or die). Web Crawling (6 CMR). Climbing (5 Mods). Web Generation (for purposes of web building, wrapping prey; webs have AP 5). Gloom Sight. Stealth (1 Mod). Ambush (2 Mods).

Explanations

Like the Deathspinner, the Arakthanos is a communal beast, dwelling in much the same settings as its distant relative. However, the two species are terrible enemies, and will generally fight to the death when they encounter one another. Unlike the Deathspinner, the Arakthanos prefers dead corpses upon which to brood its hatchlings.



BASILISK

Size: Large

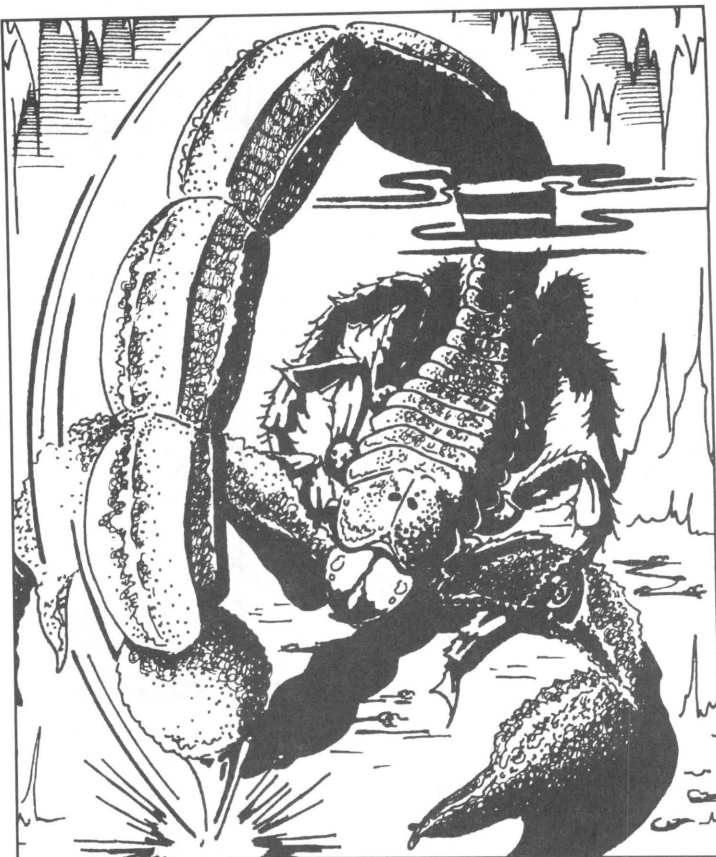
Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 8
SPD: 8	13	Hit Points: 144 ($\pm 1d20$)
DEX: 8	13	AP: 10
CON: 18	3	AV: 8
WILL: 3	18	DV: 6
INT: 5	16	Loot: Little
PRE: 15	6	CMR: 8
PER: 12	9	Action Phases: 2
POWER: 32	68%	Power Pool: 256

Special Stuff

Claw (X4) (3d10 + 1d6 + Petrification, Save vs. CON to resist; see below). Bite (3d10 + Petrification, Save vs. CON to resist; see below).

Explanations

The Basilisk is a wicked, solitary eight-legged saurian with the horrible innate ability to petrify any living organism that dares come into contact with it. If the victim is damaged, even for 1 point of damage, he must make a Save vs. CON or else he will immediately suffer from the dreadful effects of petrification (see the Witchcraft spell "Petrify"). The Basilisk can, unfortunately, be found in virtually any clime, as its thick hide and its ability to survive on nothing more than rocks would indicate. In fact, some sages suggest that it eats nothing *but* rocks, and this is why it must transform its victims to stone in order to feed.



BLACK SCORP

Size: Large

Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 5
SPD: 12	9	Hit Points: 90 ($\pm 1d10$)
DEX: 12	9	AP: 10
CON: 18	3	AV: 7
WILL: 3	18	DV: 5
INT: 3	18	Loot: Very Little
PRE: 15	6	CMR: 6
PER: 8	13	Action Phases: 2
POWER: 15	85%	Power Pool: 75

Special Stuff

Claw (X2) (3d10 + 1d10), Sting (3d10 + 1d6 + Venom, see below). Basal Regeneration (1 Hit Point/Day). Stealth. Gloom Sight.

Explanations

The Black Scorp is a Midnight Realm predator that is so mindlessly aggressive that it will attempt to attack and eat practically anything that dares wander within its nearsighted gaze. The Black Scorp prefers to rend its prey with its massive claws, although it will attempt to sting (and thus slow down) anything that resists it. The venom is a motor-inhibitor that will temporarily cause the victim to lose $\frac{1}{2}$ of his CMR, and $\frac{1}{2}$ of his SPD, rounded down. The Duration is 100 Minutes - 1 Minute per point of CON.

Common Monsters



BRIAR BEAST

Size: Large

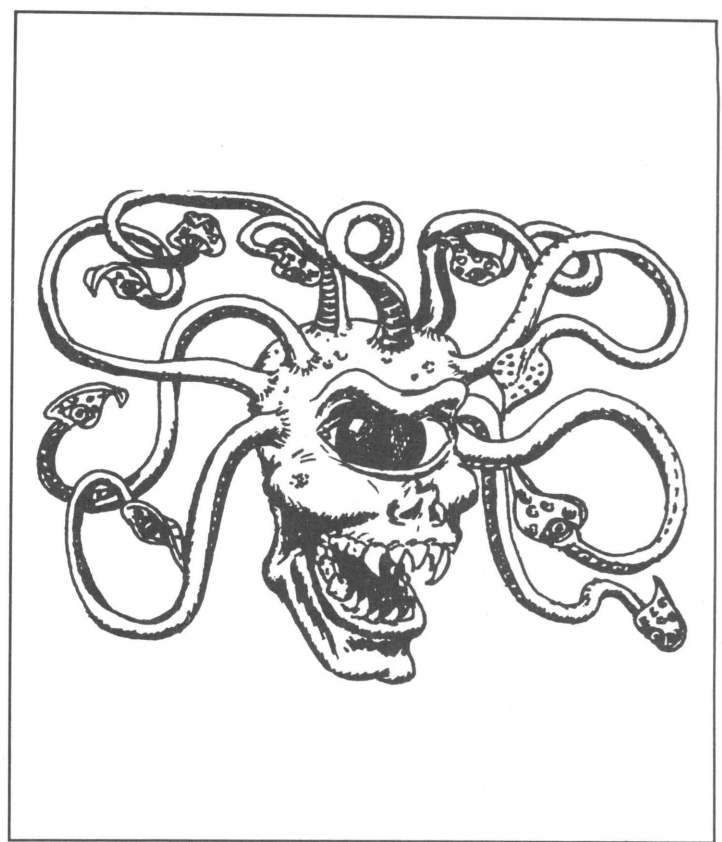
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 16	5	Kill Factors: 5
SPD: 15	6	Hit Points: 75 ($\pm 1d10$)
DEX: 14	7	AP: 12
CON: 15	6	AV: 9
WILL: 12	9	DV: 7
INT: 8	13	Loot: Very Little
PRE: 14	7	CMR: 7
PER: 16	5	Action Phases: 2
POWER: 20	80%	Power Pool: 100

Special Stuff

Razor Claws (X2) (2d10 + 1d8 + Briar Grapple; if both claws hit, acts as Continuous Damage). Gloom Sight. Bloodhound (1 Mod). Stalking. Toughness.

Explanations

The Briar Beast stalks the shadow-filled glades of the forest in search of fresh meat. Physically repulsive to most eyes, the creature possesses mottled brown skin, its tough epidermis bristling with hard, piercing thorns. The creature prefers to rip its victims to shreds with its claws; the better to track its prey by blood-scent should it be so fortunate as to get away. Few do, however, for the creature can launch into a fearsome grappling attack should it land both of its claws on a single victim. Though it is normally found in dense woodlands, the Briar Beast is an opportunistic wanderer, and has been found in both oppressive rain forests and devastated wastelands.



DEATH'S HEAD

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 16	5	Hit Points: 300 ($\pm 1d20$)
DEX: 20	5%	AP: 10
CON: 20	5%	AV: 30
WILL: 18	3	DV: 28
INT: 16	5	Loot: Hoarder!!!
PRE: 20	5%	CMR: (10)
PER: 20	5%	Action Phases: 10
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Appendage Whip (X9; but only 1 per Phase) (5d10 + 1d6), Bite (5d10 + 1d12), Prismatic Bolts (Phased Attack; special, see below), Full Prismatic Assault (10th Phase only; special, see below). Telekinetic Flight (10 CMR). Mind Mastery.

Explanations

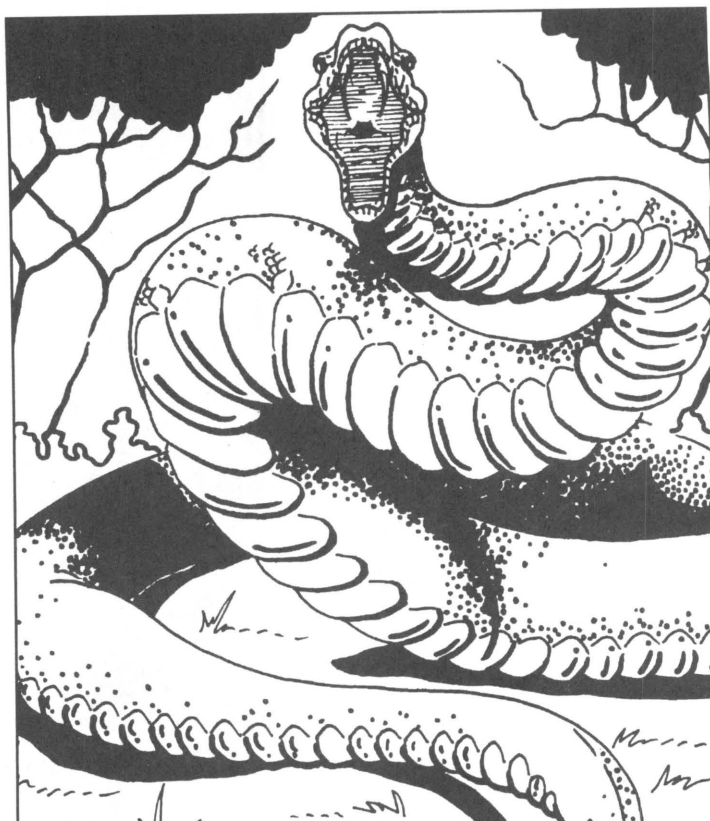
The Death's Head truly is worthy of its name. As its main attacks are ranged, it will only resort to its feeble Appendage Whips and Bite if sorely pressed. Why? Because each of its 9 Appendages is capable of striking a single victim with a single Prismatic Bolt in but a single Action Phase, with each Appendage capable of firing 1 Prismatic Bolt 1 time per Combat Round. Its central orb, however, can produce a combined Full Prismatic Assault on the 10th and final Action Phase of the Combat Round. Fortunately, this final Prismatic Assault can strike but a single target, but strike it with such severity that few things this side of an Immortal could even think about surviving.

Here's a handy reference table for the Death Head's prismatics:

App.#	Prismatic Color/Effect
1	Infrared: POWER Save or victim totally eradicated, with no resurrection possible. Even with successful Save, the victim will still take 100 points.
2	Red: POWER Save or disintegrated. Even with successful Save, the victim will still take 100 points of radiation damage.
3	Orange: POWER Save or victim will be permanently paralyzed. Success indicates victim loses ½ of his SPD for 20 Days.
4	Yellow: POWER Save or victim will permanently suffer from total catatonia. Success indicates victim loses ½ INT for 20 Days.
5	Green: POWER Save or victim will permanently lose all Power Points. Success indicates victim loses ½ his Power Points for 20 Days.
6	Blue: POWER Save or victim's brain/nervous system will explosively disrupt, killing the victim. Success indicates victim loses ½ his WILL for 20 Days.
7	Indigo: POWER Save or victim will instantly die from total cellular disruption. Success indicates that victim takes 100 points of damage from this bio-poison.
8	Violet: POWER Save or victim disintegrates. Success indicates that the victim takes 100 points of damage.
9	Ultraviolet: POWER Save or victim is totally eradicated, with no resurrection possible. Success indicates victim still takes 100 points of damage.
10	Full Prismatic Assault: Combines all 9 of the lesser Prismatic Bolts into 1 massive megabolt.

As if all the prismatics weren't enough, the Death's Head is more than capable of outwitting and outmaneuvering even the most adept strategist, as its extreme Intelligence would indicate. It is not unheard of for a truly ambitious Death's Head to pick up a Skill or two or three, if only to further its own nefarious, Dark Earth- and Anti-Life-serving ends. There are even some rumors which seem to imply that a Death's Head can become a professional spellcaster, but these are likely nothing more than rumors, as most research reveals that most of the Death's Head spellcasting potential is locked, or virtually hardwired, into its own prismatic powers.

Finally, cruelly (and perhaps comically) enough, there is a singular rumor of The Eternals playing recreational games with one or more captive Death's Heads. Perhaps the dread Fiend Of Rainbow Eyes is nothing more than a chitinous beach ball to The Eternals, but, to the rest of sane sentients everywhere, it is a creature best left to the dimly recalled shadows of our collective nightmares.



DEATH CONSTRICTOR

Size: Large

Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 9
SPD: 14	7	Hit Points: 135 (± 1d20)
DEX: 15	6	AP: 4
CON: 15	6	AV: 14
WILL: 10	11	DV: 12
INT: 3	18	Loot: Very Little
PRE: 15	6	CMR: 10
PER: 14	7	Action Phases: 2
POWER: 27	73%	Power Pool: 243

Special Stuff

Bite (2d10 + 1d6 + Venom Damage of 3d10). Constriction (2d10 + 1d6, Continuous Damage). Infravision. Stealth (2 Mods). Ambush.

Explanations

Found in almost all clime, the Death Constrictor is a fairly well armored, sneaky, vicious foe. Curiously, while the "swamp" variety is much like a rather large Terran anaconda in form, the "cold" or "mountain" variety has adapted by growing a faint covering of feathers. The Death Constrictor prefers to constrict its meal, and to save its venom only for those that it doesn't wish to eat.



DEATH OOZE

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 15	6	Kill Factors: 4
SPD: 12	9	Hit Points: 80 ($\pm 1d10$)
DEX: 10	11	AP: 0
CON: 20	5%	AV: 4
WILL: 3	18	DV: 2
INT: 3	18	Loot: Lots
PRE: 10	11	CMR: 1*
PER: 12	9	Action Phases: 1
POWER: 12	88%	Power Pool: 48

Special Stuff

Engulf (2d8, Continuous Damage). Stealth (3 Mods). Ooze through small spaces and cling to walls (1 CMR). Basal Regeneration (1 Hit Point/Day).

Explanations

The horrid Death Ooze is a mass of translucent pseudo-protoplasm that stalks the fetid underworld in search of flesh and blood. The Death Ooze will engulf its victims then devour the carcass with its acidic enzymes, transforming from its normal translucent color unto the color of the victim's blood while it does so. Fortunately (at least for True Hoarders), the tougher remains will "float" around in the Death Ooze for a couple of days before finally dissolving.



DEATH POD

Size: Large

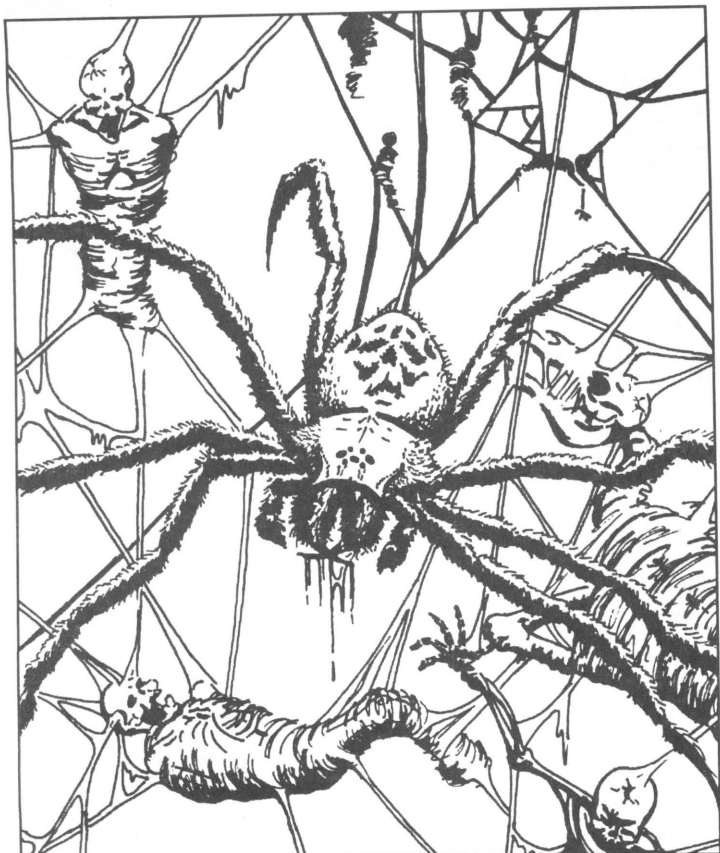
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 14	7	Kill Factors: 8
SPD: 1	20	Hit Points: 128 ($\pm 1d20$)
DEX: 12	11	AP: 4
CON: 16	5	AV: 10
WILL: 5	16	DV: 8
INT: 5	16	Loot: Very Little
PRE: 15	6	CMR: 2
PER: 13	8	Action Phases: 2
POWER: 32	68%	Power Pool: 256

Special Stuff

Pods (1d12 + 1d6; each hit unleashes Death Spores; victim must Save vs. CON or die). Stealth (1 Mod). Ambush (4 Mods). Basal Regeneration (1 Hit Point/Day).

Explanations

The Death Pod is a large carnivorous plant which feeds upon the victims of its spores. Though not a very swift mover, the Death Pod sometimes chooses to actively pursue and then ambush its prey, sometimes pursuing a particularly juicy target for hours, striking only when the time is right. Once the victim is dead, the creature will snake out a special "feeding pod" which will enclose and begin to devour the corpse. What isn't eaten is vomited out in a rather obnoxious manner. The Death Pod is able to survive and adapt to virtually any climate, although it obviously prefers the hotter jungle climate to any other.



DEATHSPINNER

Size: Large

Attributes	Save	Combat Stats
STR: 15	6	Kill Factors: 4
SPD: 14	7	Hit Points: 60 ($\pm 1d10$)
DEX: 16	5	AP: 4
CON: 15	6	AV: 10
WILL: 10	11	DV: 8
INT: 5	16	Loot: Lots
PRE: 15	6	CMR: 8, 6*
PER: 18	3	Action Phases: 1
POWER: 12	88%	Power Pool: 48

Special Stuff

Bite (2d8 + 1d6 + Venom Damage: Save vs. CON or be paralyzed). Web Crawling (6 CMR). Climbing (5 Mods). Web Generation (for purposes of web building, wrapping prey; webs have AP 4). Gloom Sight. Stealth (1 Mod). Ambush (1 Mod).

Explanations

The Deathspinner is a horrid spider-beast, living in "communal webs" which can be found strung up like giant silken hammocks in virtually any climate. Although it is approximately the size and mass of a cow, the Deathspinner is quite adapted to treetop dwelling, and more often than not prefers to remain arboreal. Victims are paralyzed, then returned to the web, where the still-living yet unmoving victim will either serve as food, or as the breeding ground for a fresh brood of spiders.



DOOM BAT

Size: Large

Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 12
SPD: 12	9	Hit Points: 180 ($\pm 1d20$)
DEX: 10	11	AP: 4
CON: 15	6	AV: 12
WILL: 10	11	DV: 10
INT: 10	11	Loot: Very Little
PRE: 17	4	CMR: 3 (15)
PER: 15	6	Action Phases: 3
POWER: 60	40%	Power Pool: 1,200

Special Stuff

Doom Shriek (Void energies, Save vs. POWER or be consumed by Void; take 100 points with Save). Bite (2d10 + 1d6). Fly (15 CMR). Gloom Sight.

Explanations

The Doom Bat exists for no other reason than to annihilate any sentient life forms that it encounters. This horrible mockery of all things good is rumored to be a spawn of The Pit, sent to The Prime to sow destruction in the unholy name of Chthon. The Doom Bat will appear, as if from nowhere, destroy everything in its path, then, just as suddenly, vanish to parts unknown. Rarely, a Doom Bat will remain on The Prime just long enough to set up a lair and reproduce itself by some magickal form of fission, with the old Doom Bat dying, and with the new Doom Bat setting off to destroy things once more.



FLANDER

Size: Large

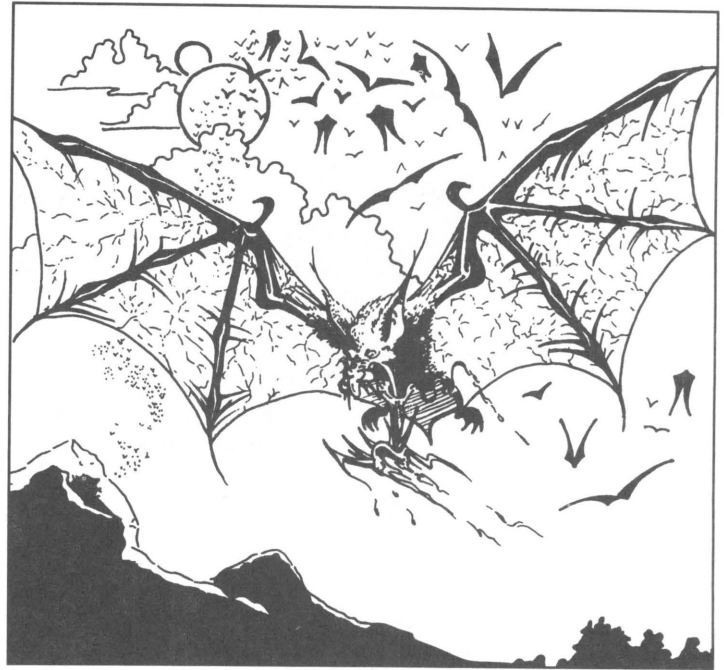
Attributes	Save	Combat Stats
STR: 3	18	Kill Factors: 1
SPD: 3	18	Hit Points: 20
DEX: 1	20	AP: 0
CON: 20	5%	AV: 1
WILL: 3	18	DV: 0
INT: 1	20	Loot: Very Little
PRE: 1	20	CMR: 1
PER: 1	20	Action Phases: 1
POWER: 1	99%	Power Pool: 1

Special Stuff

Flander Me! (1 point of damage only). Fart Cloud (1 Hex Radius, Save vs. CON or suffer -1 to all rolls for 1 Combat Round). Uncontrollable Shapeshift (Hilarious forms only).

Explanations

"Aww-Wee-Aww! Aww-Wee-Aww!" This is the call of the Flander, and any who hear the pitiful, slurring bleats which issue forth from its constantly shapeshifting mouths will know that, soon enough, the stench of old beer, rotten eggs, and raw cabbage will come. This pathetic, hopelessly shapeshifting Midnight Realm creature is nothing more than "dungeon comic relief" (to quote more than one befuddled adventurer), and should be treated as such. Unless you're 1st Level, of course...



FLYING FANG

Size: Small

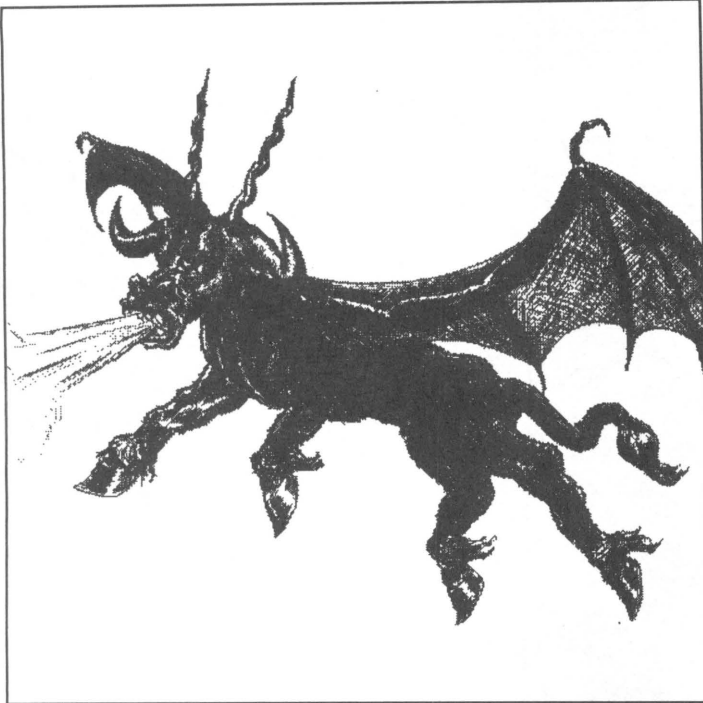
Attributes	Save	Combat Stats
STR: 4	17	Kill Factors: 1
SPD: 12	9	Hit Points: 4
DEX: 14	7	AP: 0
CON: 4	17	AV: 5
WILL: 3	18	DV: 7
INT: 3	18	Loot: Little
PRE: 3	18	CMR: 1 (10)
PER: 12	9	Action Phases: 1
POWER: 3	97%	Power Pool: 3

Special Stuff

Bite (1 + 1d6, Continuous Damage). Flight (10 CMR). Stealth. Bloodhound (3 Mods). If bite causes even 1 Hit Point of damage, Save vs. CON or contract a Disease (refer to Disease Table).

Explanations

Resembling a large black fruit bat with a ridiculously large set of fangs, the Flying Fang seeks out the blood of the living to feast upon during its nightly hunts. Widely adapted to virtually every clime where fresh blood can be found, the Flying Fang is a nightmare common to more than one people and one place. Horribly enough, they are by nature communal creatures, and often are accompanied by fairly large numbers of their own kind. And, if not, the excited screams of their sloppy blood-feasting will soon draw them near. The Flying Fang's bite is capable of inflicting any surviving victims with a horrid disease (Creator's choice).



GORGON

Size: Large

Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 10
SPD: 12	9	Hit Points: 160 ($\pm 1d20$)
DEX: 12	9	AP: 10
CON: 16	5	AV: 12
WILL: 12	9	DV: 10
INT: 7	14	Loot: Average
PRE: 16	5	CMR: 12, (12)
PER: 15	6	Action Phases: 3
POWER: 40	60%	Power Pool: 400

Special Stuff

Gore (3d10 + 1d10). Petrification Breath (Save vs. CON or turned to stone; AOE equal to 10 Hexes, as per Dragon's Breath Weapon guidelines). Flight (12 CMR). Bloodhound (1 Mod). Gloom Sight.

Explanations

The Gorgon is a big, stupid, aggressive flying bull. It sports an ominous mount of four nasty horns, which it particularly enjoys to employ upon any who chance to stumble upon its rather large stake of territory. The Gorgon may also expel a noxious cloud of greenish fog which has the magickal power of Petrification. However, it will not employ this weapon upon its chosen meal, as it tends to make dining a rather rocky experience. Its massive feathered pinions grant it the magickal power of Flight, and woe betide those who tread where wicked winged bulls fly overhead.



GRYPHON

Size: Large

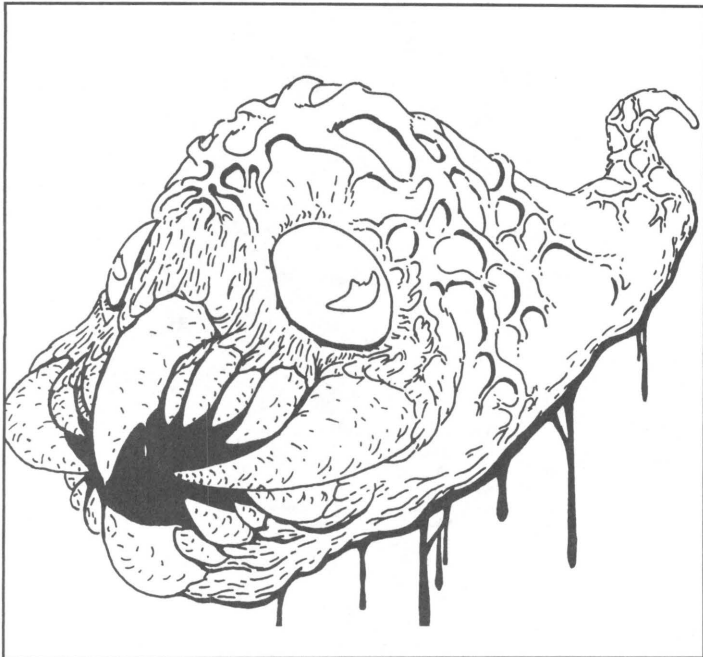
Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 10
SPD: 12	9	Hit Points: 160 ($\pm 1d20$)
DEX: 12	9	AP: 2
CON: 16	5	AV: 12
WILL: 10	11	DV: 10
INT: 7	14	Loot: Average
PRE: 16	5	CMR: 6 (30)
PER: 15	6	Action Phases: 3
POWER: 40	60%	Power Pool: 400

Special Stuff

Claw (X2) (2d10 + 1d8). Bite (2d10 + 1d8). Fly (30 CMR). Eagle Eyes (4 Mods). Gloom Sight.

Explanations

Combining the features of both lion and eagle, the Gryphon is a heraldic beast with an obviously alchemical origin. While the only Gryphon most are likely to see is of the "tame" variety, serving as the mount of some highly elite air calvary, truly feral Gryphons hunt in packs like the lions that they resemble, and are by no stretch of the imagination looked upon as "tame." Contrary to popular folklore, Gryphons give birth to live young like lions, yet nurture them in large communal nests like (or rather unlike) eagles.



HEARTSEEKER

Size: Tiny

Attributes	Save	Combat Stats
STR: 1	20	Kill Factors: 1
SPD: 12	9	Hit Points: 3
DEX: 14	7	AP: 0
CON: 3	18	AV: 5
WILL: 1	20	DV: 10
INT: 1	20	Loot: None
PRE: 1	20	CMR: 1
PER: 5	16	Action Phases: 1
POWER: 3	97%	Power Pool: 3

Special Stuff

Bite (1 + 1d6 Continuous Damage, Save vs. CON at +4 or contract Disease). Stealth (3 Mods). Infravision.

Explanations

The Heartseeker is a tiny maggot-like organism with a voracious appetite for blood. Drawn by the heat of living organisms, the creature will seek to attach its horrid little maw to its victim, landing Continuous Damage if it succeeds, and will continue to inflict this damage until it succeeds in burrowing into the victim's heart. Victims must Save vs. CON at +4 once struck, or they will contract a horrid, nauseating Disease (Creator's choice). The Mokarr, who actually "farm" these horrible creatures, have perfected the use of the Heartseeker as a "living weapon."



HELLGOAT

Size: Large

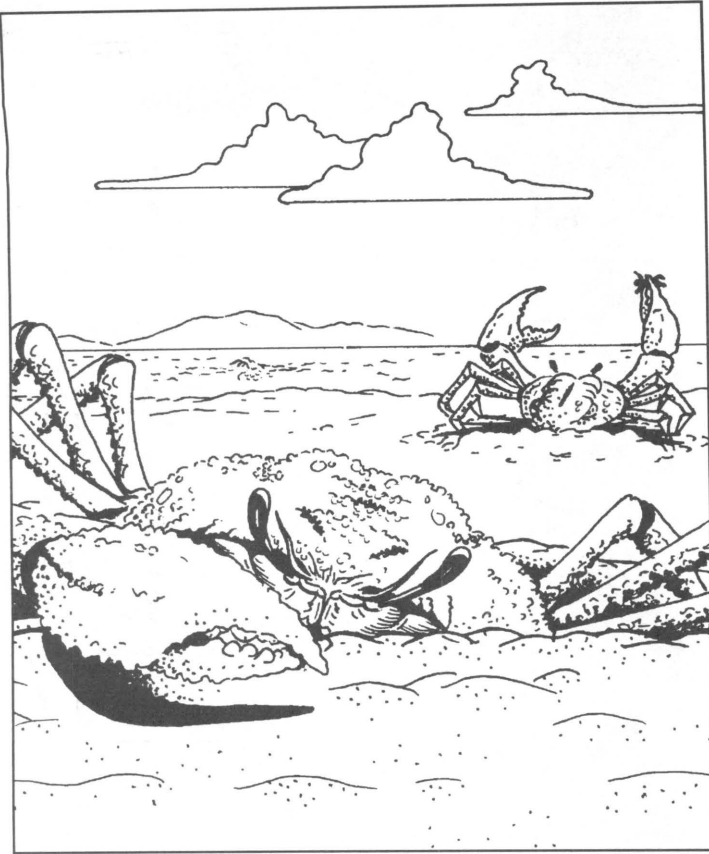
Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 8
SPD: 10	11	Hit Points: 112 (± 1d20)
DEX: 12	9	AP: 4
CON: 14	7	AV: 10
WILL: 10	11	DV: 8
INT: 7	14	Loot: Average
PRE: 16	5	CMR: 10
PER: 15	6	Action Phases: 2
POWER: 32	68%	Power Pool: 256

Special Stuff

Bite (2d10 + 1d6), Gore (2d10 + 1d12). Bleat Of Terror (single victim Save vs. PRE or flee in terror). Gloom Sight.

Explanations

Whatever demented Alchemist breathed life unto the horrid Hellgoat no doubt rots in a place of distinction in The Pit itself, for the Hellgoat is a true mockery of all things sane. Haunting eerie graveyards in the dead of night, the Hellgoat roots for fresh corpses to dine upon. Any fool who dares to interrupt its hellish dining habits and fails to heed its warning bleat will pay the price, for if the Hellgoat cannot feast upon its normal bounty, it will swiftly disembowel the intruder with its massive four horns and feast upon him instead!



KILLER CRAB

Size: Huge

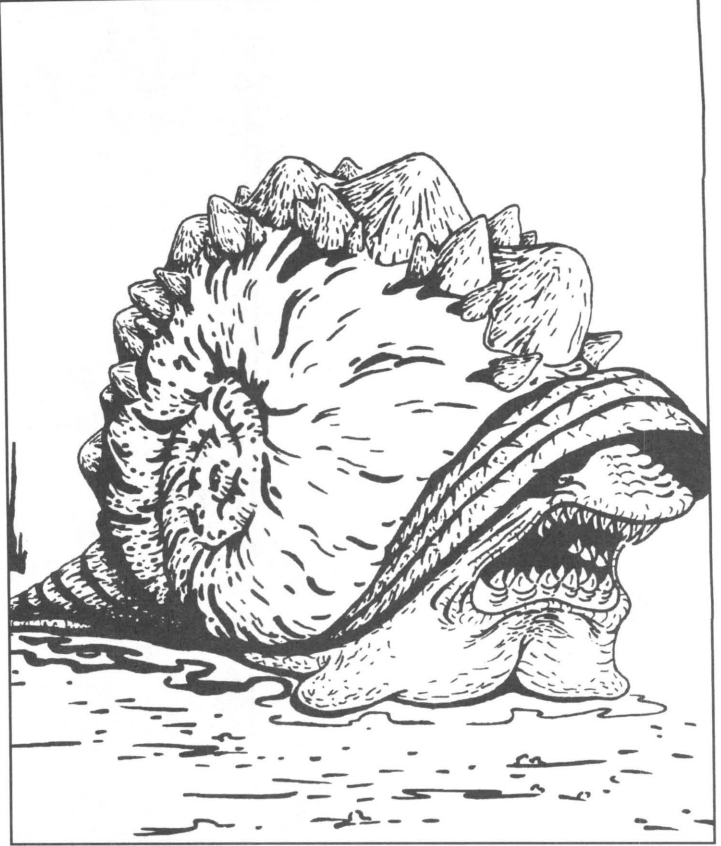
Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 10
SPD: 8	13	Hit Points: 200 ($\pm 1d20$)
DEX: 5	16	AP: 25
CON: 20	5%	AV: 10
WILL: 3	18	DV: 5
INT: 5	16	Loot: Average
PRE: 20	5%	CMR: 10, 10*
PER: 12	9	Action Phases: 3
POWER: 40	60%	Power Pool: 400

Special Stuff

Claw (X2) (5d10 + 2d8). Swimming (10 CMR). Amphibious. Ambush (1 Mod). Stalking (1 Mod). Stealth (1 Mod). Bloodhound (1 Mod). Gloom Sight.

Explanations

The Killer Crab is a monstrous amphibious crustacean which haunts the shorelines and shallows of the open seas, constantly in search of meat upon which to feed. For all its immense size, the Killer Crab is a capable and stealthy hunter, more than adept at either stalking or ambushing its chosen prey. It is not unknown for one to construct an ambush within a sand pit on a beach or within a patch of quicksand within a salt marsh. However, more often than not, a Killer Crab will stalk a small boat, wait until the time is right, then reach up and pluck a tasty-yet-screaming morsel out of the boat with its oversized claws.



KVORTHA

Size: Large

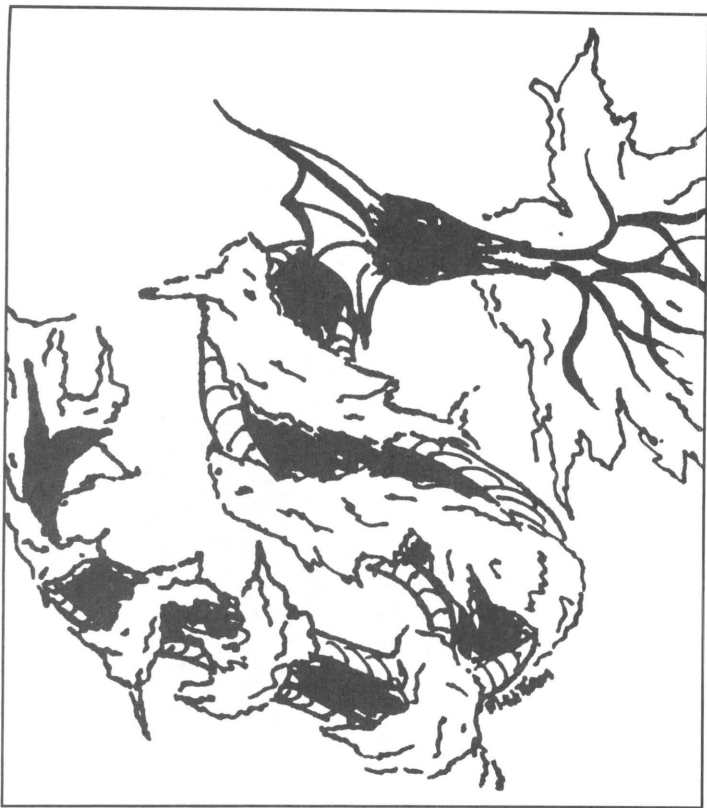
Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 12
SPD: 8	13	Hit Points: 180 ($\pm 1d20$)
DEX: 10	11	AP: 10
CON: 15	6	AV: 12
WILL: 10	11	DV: 10
INT: 5	16	Loot: Little
PRE: 16	5	CMR: 6
PER: 10	11	Action Phases: 3
POWER: 36	64%	Power Pool: 720

Special Stuff

MultiMaw (2d10 + 1d10). Stalking (1 Mod). Stealth (2 Mods). Bloodhound (1 Mod). Gloom Sight.

Explanations

The Kvortha is a wagon-sized Midnight Realm slime-crawler, replete with a heavily armored shell and a chainsawlike MultiMaw, or modified radula, which it uses to hack apart its prey. This omnivore will attempt to eat practically anything, although it prefers to dine upon tasty little humanoids. Despite its size and armored snail's shell, the Kvortha is a stealthy, capable hunter, and it is rightfully respected by the experienced Midnight Realm dweller.



LIGHTNING EEL

Size: Average

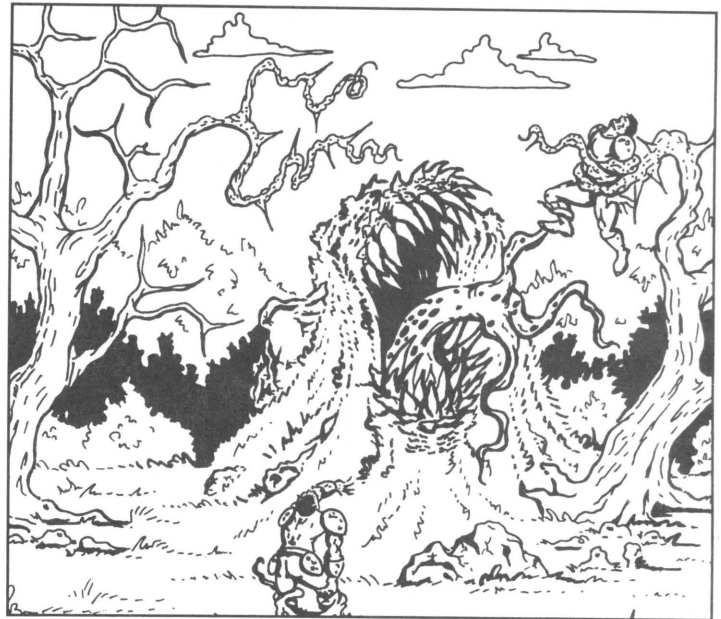
Attributes	Save	Combat Stats
STR: 10	11	Kill Factors: 3
SPD: 15	6	Hit Points: 30 ($\pm 1d6$)
DEX: 15	6	AP: 0
CON: 10	11	AV: 8
WILL: 7	14	DV: 8
INT: 3	18	Loot: Average
PRE: 10	11	CMR: 3*
PER: 9	12	Action Phases: 1
POWER: 12	88%	Power Pool: 36

Special Stuff

Shock (1d20 Electricity Damage; Power Save for $\frac{1}{2}$ dmg.). Bite (1d4 + 1d6). Swim (3 CMR). Gloom Sight.

Explanations

The fiercely territorial Lightning Eel inhabits both fresh and salt water shallows, where it aggressively attacks anything which encroaches upon its chosen domain. Although it can bite, it prefers to blast its single victim with a terrific charge of self-generated electricity—which it can generate as often as it likes. It goes without saying that most inventive spellcasters find the Lightning Eel an indispensable component for some of their more shocking experiments.



MORPHMAW

Size: Large

Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 12
SPD: 14	7	Hit Points: 216 ($\pm 1d$)
DEX: 17	4	AP: 15
CON: 18	3	AV: 19
WILL: 12	9	DV: 18
INT: 9	12	Loot: Greedy
PRE: 14	7	CMR: 3
PER: 15	6	Action Phases: 3
POWER: 60	40%	Power Pool: 1,200

Special Stuff

Morphmaw Bite (3d10 + 2d8). Camouflage Morph (Special Shapeshift, at will, allows virtual imitation of any natural terrain; up to 24 X 24 X 12 Feet). Basal Regeneration (1 Hit Point/Day). Stealth (3 Mods). Ambush (3 Mods). Gloom Sight.

Explanations

A shapeshifting horror, the Morphmaw disguises itself as some inconspicuous natural feature or group of features (such as a patch of loamy earth, as well as the boulder, small tree, and anything else that might be upon the patch), then awaits the coming of its unwary victim, which it entraps (usually by allowing the victim's feet to sink into its disguised form, then holding fast with its 18 STR) and then chomps in twain with its unnaturally huge, shapeshifted maw. *The creature is less massive than it would appear to be.* In fact, it often carries around its victims' more resilient treasures inside itself to act as a form of ballast. It can be found in virtually any clime.



NIGHTCRAWLER

Size: Large

Attributes	Save	Combat Stats
STR: 10	11	Kill Factors: 4
SPD: 14	7	Hit Points: 48 ($\pm 1d6$)
DEX: 14	7	AP: 8
CON: 12	9	AV: 8
WILL: 5	16	DV: 6
INT: 5	16	Loot: Average
PRE: 15	6	CMR: 12
PER: 12	9	Action Phases: 1
POWER: 16	84%	Power Pool: 64

Special Stuff

Tentacles (X4) (1d4 + 1d6, Save vs. CON or be Paralyzed). Bite (1d4 + 1d6). Stealth (1 Mod). Bloodhound (1 Mod). Gloom Sight.

Explanations

The horrid Nightcrawler lurks around graveyards, tombs, and virtually anywhere else it can find the freshly dead and decayed. Its four snakey tentacles produce a predigestive enzyme that has conveniently evolved into an offensive weapon which can paralyze most things that would want to dine on the Nightcrawler. And although it prefers to scavenge, hunger sometimes will drive it to attack virtually anything, provided that it believes that it has the drop on the intended victim.



OMNITHRAX

Size: Large

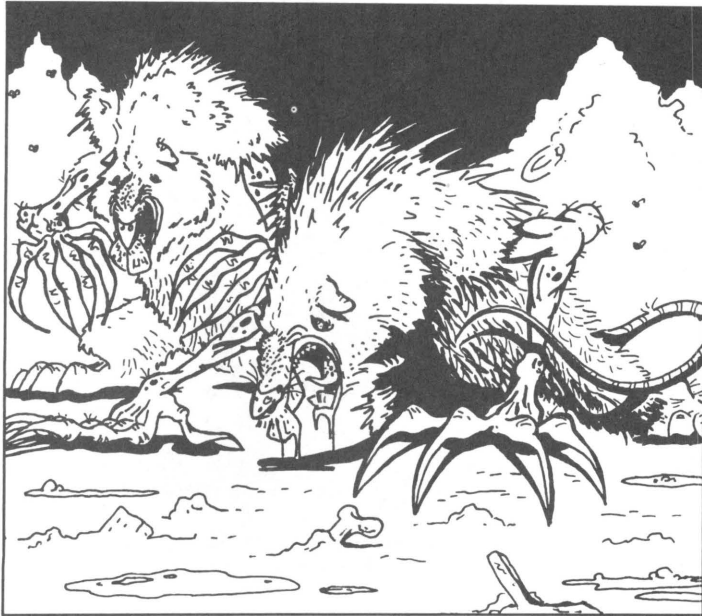
Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 12
SPD: 17	4	Hit Points: 192 ($\pm 1d20$)
DEX: 16	5	AP: 8
CON: 16	5	AV: 18
WILL: 14	7	DV: 16
INT: 14	7	Loot: Hoarder!!!
PRE: 16	5	CMR: 10
PER: 17	4	Action Phases: 3
POWER: 60	40%	Power Pool: 1,200

Special Stuff

Vermix Claws (X2), Vermix Tail Spikes (both do 2d10 + 2d8 + Vermix), Sharpness Bite (2d10 + 2d8 + Sharpness, X2 Normal X3 Crit). Immune to Vermix. Stealth. Stalking. Bloodhound (1 Mod). OmniEye (Eagle Eyes, 1 Mod; Gloom Sight, I/R & U/V Vision; Magick Sense; Planar Vision, allows sight into all nearby planes). Telepathy. True Regeneration (1 Hit Point/Day). Druus, Level 2. Mimic. Ventriloquism. Toughness.

Explanations

Inspired by the Vhoorthrax, the pet companion of the ancient Shadar Lords, the Omnithrax was created by the Mokarr to function as superior hunter/killers. Unfortunately, this early experiment proved to have a mind of its own, and the project was terminated when the majority of them simply broke their programming and slipped away into The Midnight Realm, where many of these fiends can still be found. Curiously, they show an affinity for hunting only the strongest, smartest prey.



PIT RAT

Size: Small

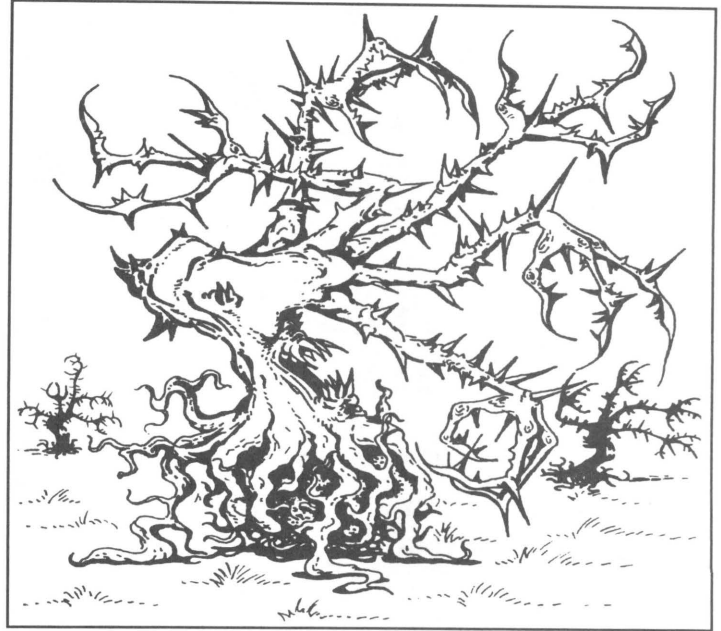
Attributes	Save	Combat Stats
STR: 3	18	Kill Factors: 2
SPD: 16	5	Hit Points: 14 ($\pm 1d6$)
DEX: 16	5	AP: 0
CON: 7	14	AV: 8
WILL: 9	12	DV: 10
INT: 7	14	Loot: Greedy
PRE: 9	12	CMR: 12
PER: 15	6	Action Phases: 1
POWER: 6	94%	Power Pool: 12

Special Stuff

Bite (1 + 1d6 + Save vs. CON or Contract Disease). Climbing (1 Mod). Stealth (3 Mods). Stalking (1 Mod). Bloodhound (1 Mod). Gloom Sight.

Explanations

The Pit Rat is the largest, most aggressive member of the rat family. It can be found virtually anywhere that there is a fresh abundance of refuse, filth, and offal. The bite of the Pit Rat is feared not so much for its damage as for its capacity to inflict Disease (Creator's choice). Horribly enough, the Pit Rat has been known to usurp a "normal" rat community and bend it to its will, enslaving the members as it sets itself up as their absolute ruler.



RIPPER

Size: Huge

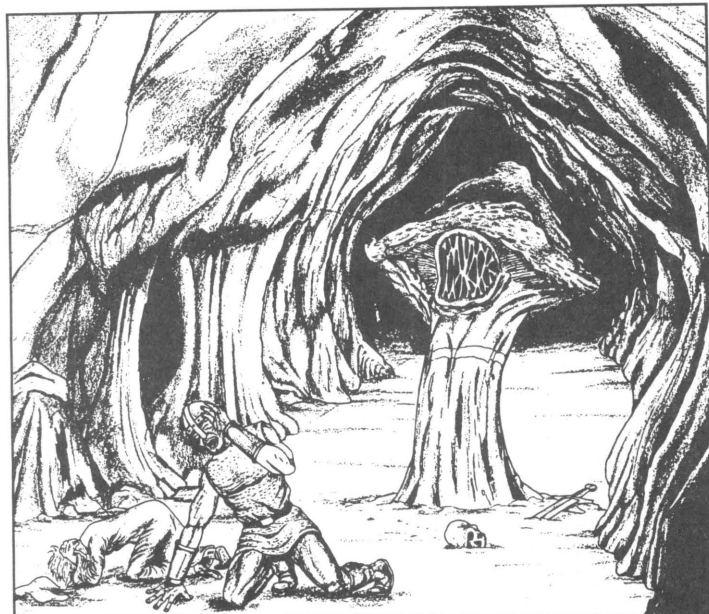
Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 12
SPD: 5	16	Hit Points: 216 ($\pm 1d20$)
DEX: 14	7	AP: 8
CON: 18	3	AV: 16
WILL: 5	16	DV: 11
INT: 7	14	Loot: Greedy
PRE: 18	3	CMR: 3
PER: 12	9	Action Phases: 3
POWER: 48	52%	Power Pool: 960

Special Stuff

Rip (3d10 + 1d12). Stealth (1 Mod). Ambush (2 Mods). Infravision. Basal Regeneration (1 Hit Point/Day).

Explanations

The hateful Ripper is a massive, gnarled black oaklike creature, much resembling a scary lightning-damaged tree. It is capable of attacking with its mighty limbs, which are studded with a multitude of six-inch, steel-hard thorns. Those victims who are killed are hauled to its feeble knotlike "mouth," where their smashed bits may be eaten at the Ripper's leisure. It should be noted that tales are whispered of the Ripper's fascination with anything that glitters, and that it stores the treasure taken from its victims deep within its own numerous and highly tangled roots, transporting the ball of treasure along with it like some bizarre spider transporting its egg case.



SCREAMING SHROOM

Size: Average

Attributes	Save	Combat Stats
STR: 1	20	Kill Factors: 4
SPD: 1	20	Hit Points: 60 ($\pm 1d10$)
DEX: 1	20	AP: 4
CON: 15	6	AV: 4
WILL: 1	20	DV: 4
INT: 1	20	Loot: Little
PRE: 1	20	CMR: 1
PER: 10	11	Action Phases: 1
POWER: 16	84%	Power Pool: 64

Special Stuff

Sonic Shriek (inflicts 1d20 per attack to all within a 10' Radius; Power Save for $\frac{1}{2}$ dmg.). Magick Sense (10' Radius, "sense" only).

Explanations

This virtually mindless Midnight Realm creature, which resembles a rather large purple mushroom, possesses the ability to "sense" any magicks within its feeble domain—and upon detection, the Screaming Shroom unleashes a horribly loud, tooth-rattling Sonic Shriek which causes damage to all within a 10 Foot Radius. The shroom will not cease shrieking until the offending "magick" has removed itself from the radius, or until the shroom itself is dead (by which time the entire Midnight Realm may be up in alarm...). Contrary to belief, the shroom can move, although *extreemly* slowly.



SHAMBLER

Size: Large

Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 8
SPD: 8	13	Hit Points: 128 ($\pm 1d20$)
DEX: 8	13	AP: 10
CON: 16	5	AV: 8
WILL: 10	11	DV: 6
INT: 5	16	Loot: Average
PRE: 16	5	CMR: 3
PER: 12	9	Action Phases: 2
POWER: 32	68%	Power Pool: 256

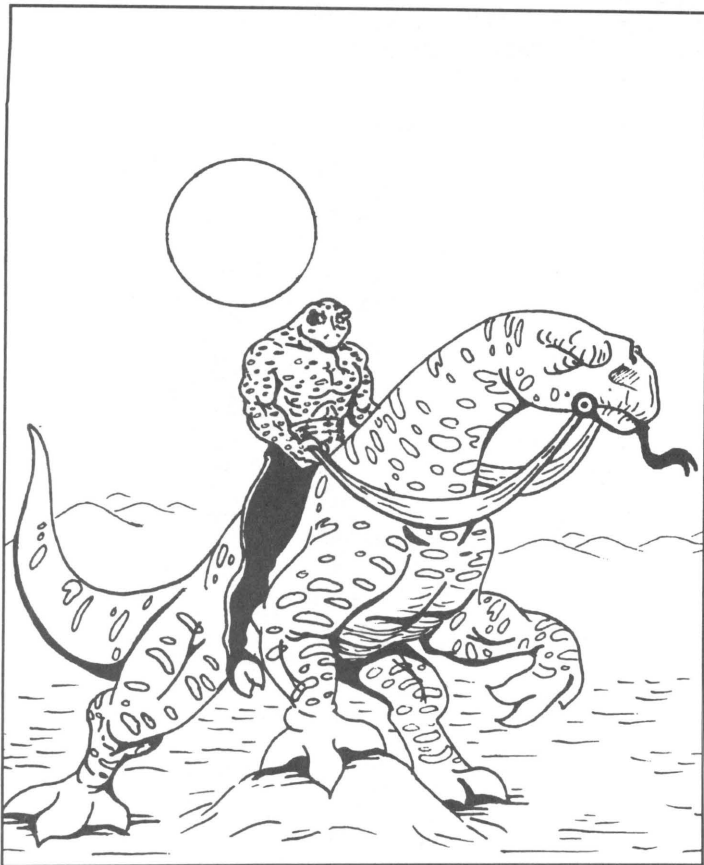
Special Stuff

Smash (3d10 + 1d6; Engulf on Crit for Continuous Damage). Gloom Sight. Toughness. Stealth. Basal Regeneration (1 Hit Point/Day).

Explanations

This eerie dweller of the swamps, mindless though it may be, stakes out a rather small territory for one of its size and patrols it zealously, slaying anything that is foolish enough to stray too near. Curiously, this plantlike man-thing cannot feed by photosynthesis; instead, it derives its nourishment from the creatures which it engulfs. In light of this knowledge, and contrary to some rather vicious rumors, the Shambler is not a distant relative of the K'ryl.

Common Monsters



SLAATHAK

Size: Large

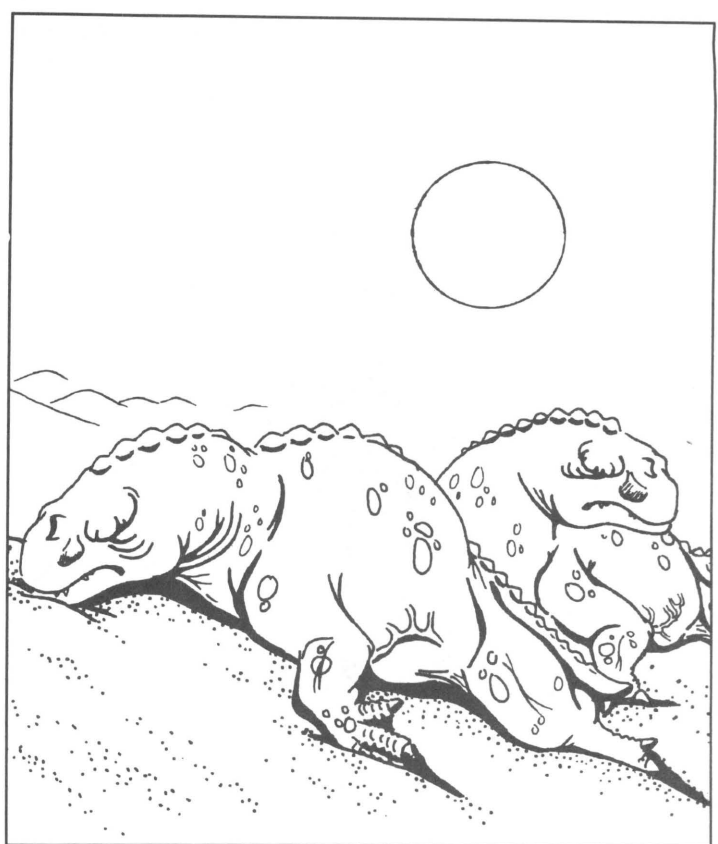
Attributes	Save	Combat Stats
STR: 19	2	Kill Factors: 4
SPD: 8	13	Hit Points: 72 ($\pm 1d10$)
DEX: 8	13	AP: 6
CON: 18	3	AV: 4
WILL: 8	13	DV: 2
INT: 5	16	Loot: None
PRE: 14	7	CMR: 10
PER: 11	10	Action Phases: 1
POWER: 12	88%	Power Pool: 48

Special Stuff

Bite (4d10 + 1d6). Wasteland Survival.

Explanations

"Hi-Ho, Stupid!" is the usual soul-stirring call of the Sauran, as they seek to reign in their slightly mentally challenged lizard steeds. A fine steed, the Slaathak (so-called because it makes that kind of slobbering sound every time it breathes, like some asthmatic saurian quadruped) sometimes must be chastised, goaded, or prodded in order to make it cooperate. And their "herding" talents are not especially keen, resembling those of some ill-tempered desert chihuahua, rather than those of the true guardians which the Slorr truly need (see "Slorr"). They do, alas, have tasty meat, and it is perhaps this fact which forces the Slaathak to behave like a total paranoid at all times, for it doubtless fears the ravenous Sauran whom it is forced to serve.



SLORR

Size: Huge

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 9
SPD: 5	16	Hit Points: 180 ($\pm 1d20$)
DEX: 5	16	AP: 10
CON: 20	5%	AV: 9
WILL: 7	14	DV: 4
INT: 3	18	Loot: None
PRE: 15	6	CMR: 8
PER: 8	13	Action Phases: 1
POWER: 27	73%	Power Pool: 243

Special Stuff

Bite (5d10 + 1d12). Wasteland Survival. Multipurpose Dung. Total Stupidity.

Explanations

Dumber than a door nail, the Slorr likes the taste of sand almost as much as the taste of the sweet desert blooms upon which it grazes. The Sauran employ the Slorrs as their "cattle," which they round up with their faithful Slathaaks (see "Slathaak"). Though their meat is highly prized, the main Slorr contribution to the Sauran economy is their prodigious quantities of dung, which functions both as a great fuel source and as an extremely durable building material, which the clever Sauran employ for the construction of their many fine homes, inventions, and even utensils.

Common Monsters

Vaga's broodlings, which it lays in the victim. The still-living victim is then slowly eaten alive by the developing broodlings.



VAGA

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 16	5	Kill Factors: 5
SPD: 14	7	Hit Points: 80 (\pm 1d10)
DEX: 14	7	AP: 10
CON: 16	5	AV: 9
WILL: 5	16	DV: 7
INT: 5	16	Loot: Lots
PRE: 15	6	CMR: 8
PER: 15	6	Action Phases: 2
POWER: 15	85%	Power Pool: 75

Special Stuff

Claw (X2) (2d10 + 1d8), Sting (2d10 + 1d8 + Venom, Save vs. CON at -10 to resist; see effects below). Basal Regeneration (1 Hit Point/Day). Stealth (1 Mod). Gloom Sight.

Explanations

The Vaga, unlike its nearly brainless cousin, the Black Scorp, prefers victims that it knows it can take—as such it must, for its victims will become its future broodlings' living incubator. Vaga Venom, a horrid neurotoxin, has two distinct effects that may be distilled from it by alchemical means—it may either paralyze, or punish—although only the former appears in nature. If the CON Save is failed (and at -10 it probably will be failed), then the paralysis effect will paralyze the victim totally. The victim may neither move his limbs, nor speak. He may think, breathe, and excrete, but that's it. The duration is permanent, or until cured by magick. This is used to provide suitable living hosts for the



VENOM SQUIRREL

Size: Small

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 2	19	Kill Factors: 2
SPD: 16	5	Hit Points: 10 (\pm 1d6)
DEX: 16	5	AP: 0
CON: 5	16	AV: 8
WILL: 5	16	DV: 10
INT: 5	16	Loot: Greedy
PRE: 7	14	CMR: 12
PER: 15	6	Action Phases: 1
POWER: 6	94%	Power Pool: 12

Special Stuff

Bite (1 + 1d6 + Venom dmg. of 1d10). Climbing (5 Mods). Acrobatics (3 Mods). Stealth (1 Mod). Gloom Sight.

Explanations

"Hey, Rocky... Aieeee!" Yes, the Venom Squirrel lives, and it's come to harvest your corpse for its long winter fast! These vicious, predatory little rodents prowl the deepest woods—usually in packs—and wait for the right moment to drop upon all below them! And yes, they do stuff their prizes into their immense communal "nests," where even little Rocky Jr. can join the feast of tasty eyeballs, noses, tongues and brains!

Dinosaurs

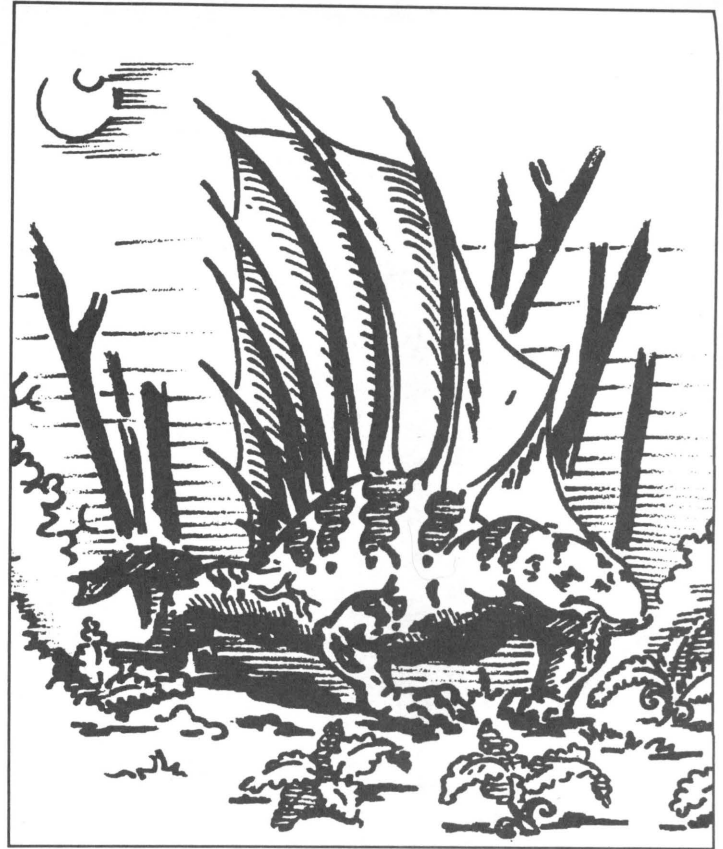
The Dinosaurs of SenZar are similar in genotype to those of Terra, save that some have evolved more fully to exploit their ecological niche to an extreme not seen on Terra. Thus, it is not uncommon to note higher intelligences and some unique physical characteristics in some of the creatures, which can result in underestimation of their true hunting capacities, and can often pave the way for the careless to sow the seeds of their own destruction.

Comments: Since the majority of the “dinosaur-type” Monsters hail from The Great Rift, and since The Great Rift is the home of the Azaar, we will list the dinosaurs by the Azaar nomenclature. It should be noted, however, that not all dinosaurs are confined to The Great Rift, and that they may be found in any locale that is sufficient to support them; i.e., they may be found in isolated jungles along the equatorial regions of SenZar, such as in the Mount Murdo region, as well as on certain of the larger tropical islands, and, perhaps, in some of the stranger regions of The Midnight Realm, where there may very well be underground “jungles” replete with mutant strains of the typical surface varieties of dinosaurs.

Dealing With Them: As with most creatures who have grown accustomed to the presence of humanoids who prey upon them, the dinosaurs of SenZar have become wary of humanoids, and, in some cases, such as the Raptor and Gor-Gar, have transformed themselves from the hunted into the hunters. Thus, there are few, if any, “tame” dinosaurs, and even the most docile herbivores can have strong, sometimes aggressive reactions to the presence of humanoids.

Ecological Note: It should be noted that the Azaar hunt and kill dinosaurs only to perpetuate themselves, and that their relationship with the creatures is like that which the Terran Native Americans shared with the buffalo. There is nothing left to waste, and every part of the creature is employed for a purpose. The only exception to this is during their right of passage, Talashaar, when the kill is stripped of its “trophy,” and the creature’s body is left to “rejoin the earth,” in order to perpetuate another cycle of life. Therefore, the Azaar view the senseless slaughter of dinosaurs as nothing less than the murder of both their lives and of all life, and they will do everything in their power to punish those who violate this cardinal rule of their culture.

Loot: Few dinosaurs actively hoard treasure. Any treasure found in the presence of a roving, hunting, or grazing dinosaur will be of the incidental sort, or from the remains of its latest victim (and finding it may take some extreme methods). The same may be said of “lair” treasure, such as that taken from the nesting grounds of the herbivores or from the temporary “lairs” of the carnivores, who tend to roam a territory, and lair only in times of brooding their young.



FIN-BACK

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 18	3	Kill Factors: 12
SPD: 8	13	Hit Points: 180 (± 1d20)
DEX: 8	13	AP: 4
CON: 15	6	AV: 12
WILL: 5	16	DV: 7
INT: 3	18	Loot: None
PRE: 18	3	CMR: 6
PER: 15	6	Action Phases: 2
POWER: 36	64%	Power Pool: 432

Special Stuff

Bite (3d10 + 1d6), Tail-Smash (3d10 + 1d12), Trample (3d10 + 1d12). Gloom Sight. Bloodhound. Basal Regeneration (1HP/Day).

Explanations

The lazy, fern-munching Fin-Back is a relatively harmless herbivore. Normally found in “herds” which range in size from a few animals to a few dozen, the Fin-Back’s meat and fin are highly prized by the Azaar, although, as with most economical Azaar practices, the entire animal is typically put to good use. Though large enough to cause mucho damage, the Fin-Back is dangerous only when attacked, or when it is in rut. The rutting season occurs once per every 28 days, usually (but not always) during the time of the full moons, and it is the wise hunter who avoids the stench-emitting, hot blooded, and quite belligerent Fin-Backs during this time.



GOR-GAR

Size: Gigantic

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 20
SPD: 12	9	Hit Points: 400 ($\pm 1d20$)
DEX: 11	10	AP: 10
CON: 20	5%	AV: 21
WILL: 11	10	DV: 11
INT: 7	14	Loot: Very Little
PRE: 20	5%	CMR: 15
PER: 16	5	Action Phases: 5
POWER: 60	40%	Power Pool: 6,000

Special Stuff

Bite (5d10 + 2d8, X2 normal, X3 Crit), Gore (5d10 + 2d8), Tail-Smash (5d10 + 2d8), Trample (5d10 + 2d8), or Kick (5d10 + 2d8). Gloom Sight. Bloodhound. Stalking. Stealth (aieeee!). Toughness. Basal Regeneration (1HP/Day).

Explanations

Armed with sharklike rows of eight-inch teeth, a mutant Triceratops-like set of horns, horrid Velociraptor-like foot-claws, and a wicked Stegosaurus-like tail, the Gor-Gar is the most feared predator of The Great Rift. This most unnatural mutant hunts by sight and scent, and is, most horribly, quite adept at ambushing its prey. Only the most potent would dare to turn the tables on this fearsome hunter, and hunt it instead. Perhaps that is why the Gor-Gar is the most prized of trophies to the Azaar people, who fear to hunt nothing, save perhaps for the dread Gor-Gar itself.



RAPTOR

Size: Large

Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 9
SPD: 15	6	Hit Points: 144 ($\pm 1d20$)
DEX: 15	6	AP: 4
CON: 16	5	AV: 14
WILL: 11	10	DV: 12
INT: 9	12	Loot: Very Little
PRE: 16	5	CMR: 18
PER: 17	4	Action Phases: 2
POWER: 27	73%	Power Pool: 243

Special Stuff

Claw (X2) (2d10 + 1d8), Bite (2d10 + 1d6). Stealth (1 Mod). Stalking. Gloom Sight. Bloodhound. Basal Regeneration (1 HP/Day).

Explanations

The wicked Raptor, though not as fearsome as a Gor-Gor, is feared throughout The Great Rift because, unlike the solitary Gor-Gar, the Raptor has learned to hunt in packs. Thus, where there is one Raptor, there are more than likely several others. And all of them are more than likely hunting you. Raptors hunt together in bands similar to those of wolves, and are justly feared by the wise hunter. Fierce, and totally without mercy, the Raptor will often start to dine on its prey while its prey is still alive, writhing helplessly and hopelessly within the Raptor's fatal embrace.



SHELL-BACK

Size: Huge

Attributes	Save	Combat Stats
STR: 19	2	Kill Factors: 15
SPD: 9	12	Hit Points: 240 ($\pm 1d20$)
DEX: 10	11	AP: 10
CON: 16	5	AV: 15
WILL: 5	17	DV: 10
INT: 3	18	Loot: None
PRE: 19	2	CMR: 8
PER: 12	9	Action Phases: 2
POWER: 45	55%	Power Pool: 2,250

Special Stuff

Tail-Smash (4d10 + 1d10), Trample (4d10 + 1d12). Gloom Sight. Basal Regeneration (1HP/Day).

Explanations

Resembling an Ankylosaurus, this bellicose herbivore protects its territory like a modern-day rhino, and it will aggressively drive off any who dare to violate its rather large range. Its armored shell provides it adequate protection, while its mace-like tail generally makes short shrift of its enemies. The Azaar prize its shell, which is employed to make everything from armor to bathtubs.



SPEAR-BEAK

Size: Huge

Attributes	Save	Combat Stats
STR: 19	3	Kill Factors: 18
SPD: 10	13	Hit Points: 288 ($\pm 1d20$)
DEX: 11	13	AP: 4
CON: 16	3	AV: 18
WILL: 5	12	DV: 13
INT: 3	18	Loot: Very Little
PRE: 19	3	CMR: 12
PER: 12	6	Action Phases: 2
POWER: 54	46%	Power Pool: 4,320

Special Stuff

Gore (4d10 + 2d8), Tail-Smash (4d10 + 1d6), Trample (4d10). Gloom Sight. Basal Regeneration (1HP/Day).

Explanations

Like the Shell-Back, the Spear-Beak, which somewhat resembles a Triceratops, is a belligerent herbivore, protective of its chosen territory (very much like the quasi-mutant rhinoceros which it so closely resembles). Its three horns are capable of inflicting punishing damage, and even the mighty Gor-Gar treads with caution where the Spear-Beak roams.



THUNDERBEAST

Size: Gigantic

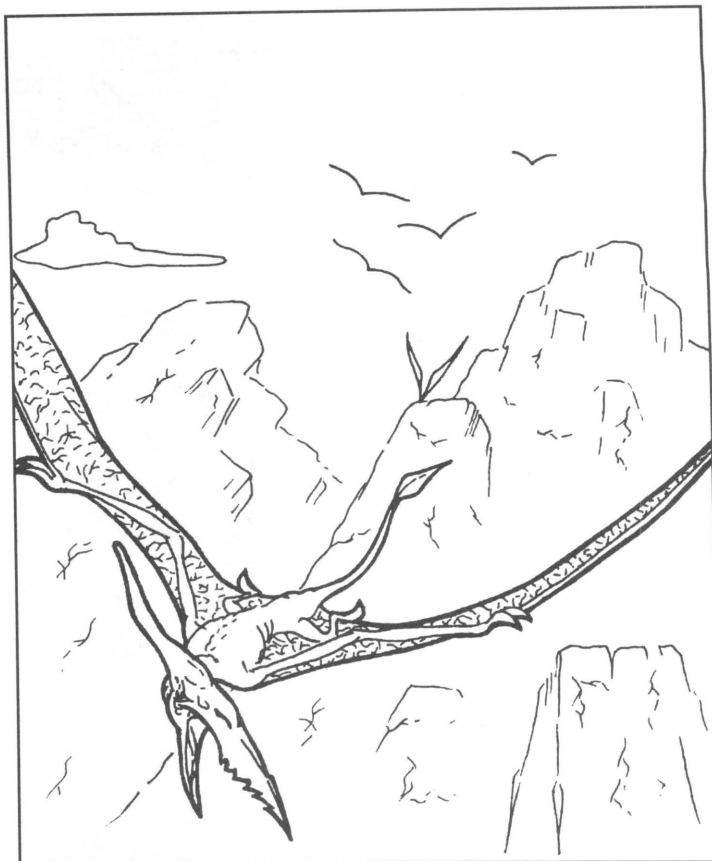
Attributes	Save	Combat Stats
STR: 30	4%	Kill Factors: 25
SPD: 5	16	Hit Points: 500 ($\pm 1d20$)
DEX: 5	16	AP: 5
CON: 20	5%	AV: 25
WILL: 5	16	DV: 15
INT: 3	18	Loot: None
PRE: 20	5%	CMR: 12
PER: 12	9	Action Phases: 3
POWER: 75	25%	Power Pool: 7,500

Special Stuff

Tail-Smash (6d10 + 2d8), Trample (6d10 + 2d8). Gloom Sight. Basal Regeneration (1HP/Day).

Explanations

The mighty Thunderbeast is the largest, most massive dinosaur. Somewhat similar in appearance to a Brachiosaurus, this peaceful herbivore is dangerous only when it, its young, or its herd is attacked. And, as a herd animal, Thunderbeasts tend to travel in close-knit "extended family" herds, much akin to those of elephants. And like elephants, Thunderbeasts must constantly travel for new herd-range, as they tend to rapidly defoliate even the thickest jungle groves in little time.



DARK-WING

Size: Huge

Attributes	Save	Combat Stats
STR: 15	3	Kill Factors: 8
SPD: 12	13	Hit Points: 112 ($\pm 1d20$)
DEX: 13	13	AP: 2
CON: 14	3	AV: 11
WILL: 5	12	DV: 6
INT: 4	18	Loot: Very Little
PRE: 15	3	CMR: 3, (15)
PER: 16	6	Action Phases: 2
POWER: 24	76%	Power Pool: 192

Special Stuff

Claw (X2) (2d8 + 1d6), Beak (2d8 + 1d10), Wing-Smash (2d8 + 1d6)). Stealth. Stalking. Gloom Sight. Eagle Eyes (3 Mods). Flight (15 CMR). Basal Regeneration 1HP/Day.

Explanations

The Dark-Wing resembles a Pteranodon with a mighty 50' wingspan, grasping eagle-like claws, and a massive beak which spans some 10 or more feet from tip to crest. Mainly a hunter of fish and other small creatures, the Dark-Wing is highly territorial, and will not hesitate to strafe even the mightiest creatures who happen upon its cliff-side brooding grounds. Though not a herd animal, the Dark-Wing is a social animal, tending to nest together high upon the great rock face of The Great Rift.

Dragons & Wyrms

On SenZar, the Dragons and Wyrms resemble the classical dragons of old in Terran mythology. The terms “dragon” and “wurm” are often interchangeable, as they both refer to the “typical” dragon of legend and fact. Most sages prefer, however, to call the “snakelike” forms of dragon “wyrms,” and reserve the term “dragon” for the “winged” forms of the species. Dragons range from the dimly aware to the magickally gifted, from the slime-crawlers to the aerial maestros, and from the somewhat lethal to the downright deadly.

Comments: Dragons can be found in virtually any known clime, from the coldest to the hottest, from the driest to the wettest, and from the highest peaks of the surface world to the lowest depths of The Midnight Realm. In fact, it could be argued that the Dragon is perhaps the most widely adapted multicellular organism on SenZar.

Dealing With Them: Dealing with Dragons is never a casual affair, even when dealing with the “good” variety. Dragons are, after all, Dragons, and they have been preyed upon, pursued, and persecuted since their first contact with humanoids, and, as such, many of them are subject to the same prejudices that the humanoids have visited upon them in their ignorance. Few, if any, will deal with Rellians, for the Rellians have been relentless in their persecution of their species (note the title “Dragonslayer,” which the Rellians bestow upon their great knights).

Ecological Note: While most sentients fear, hate, and hunt them, Dragons are indeed regarded as emissaries of The Dragon itself by some of the more advanced cultures, and are treated with respect due their station. The final arbiter, however, is the nature of the Dragon itself, which, in extreme circumstances, can lead even the most fervent devotees of The Dragon to take up arms against it.

Loot: Unlike most creatures, Dragons actively hoard treasure, and, in some cases, even employ magicks and magick items against their foes. From the most mindless to the most intelligent of their species, Dragons hoard their goods in their lairs, where they can keep them best protected from their foes. We suggest that the Creator should prepare in advance any random treasure and/or magick items from Dragons’ lairs.

Why all the advance preparation? The Dragon itself can and more than likely will employ those very same resources against your adventuring group (such as financing some mercs to go and hunt you down in the event of its death, or by blasting your group to smithereens with its super-destructo magick item that it keeps on its person at all times so that it doesn’t have to waste its own power and possibly destroy its treasure by breathing tons and tons of fire on you, etc., etc.). With Dragons, you deserve what you get, and, more often than not, you get what you deserve....

Breath Weapons: Dragons can use their special breath weapons as many times per day as they wish, provided they have the Power Points to do so. Fortunately, they may breathe no more than 1 time per Combat Round. Damage inflicted is equal to 1 Hit Point per Power Point burnt from the Dragon’s Power Point Pool, up to a maximum Damage Potential equal to the Dragon’s normal maximum Hit Points, per breath. AOE is equal to roughly 1 Hex per Kill Factor. The blast pattern is left to the Creator’s discretion. Finally, as the breath attack is similar to an alchemical attack in nature, there is no Power Save for ½ damage versus the breath.

1 Breath per Combat Round max
Breath Weapon Damage Potential = From 1 Hit Point to a max equal to Dragon’s normal maximum Hit Points
Breath Weapon Cost = 1 Power Point per 1 Hit Point
Breath Weapon AOE = 1 Hex max per Kill Factor
No Power Save for ½ damage

Dragon Combat Example: Vermithrax, an ancient Black Dragon, has been baited in her lair by a party of 5 foolish adventurers. Thinking that their pathetic powers are a match for her, the adventurers seek to ambush Vermithrax—only to discover that the wicked creature has employed her Stealth to full advantage, and has turned the tables on them. Slowly emerging from the boiling waters which seethe throughout her dismal lair, Vermithrax suddenly looms behind the surprised party, and lays into them with the full might of her Breath Weapon. Vermithrax, a Black Dragon, has 25 Kill Factors, a Power of 100, a Power Pool of 10,000, and 500 Hit Points. Since she has a Hit Point total of 500, she can inflict up to 500 Hit Points of damage upon the hapless fools with 1 breath. However, Vermithrax is a crafty and seasoned destroyer, and she elects to conserve her Power (in case it’s needed later). Thus she expends only 250 Power Points from her Power Point Pool, inflicting 250 Hit Points of damage upon all within a 25 Hex AOE. Even after the adventurers apply their Armor Protections to the damage, they’re still just so much charred toast, and Vermithrax affixes their blasted corpses at the entrance to her den—a warning for fools to come.

Final Comments: Dragons are tough, sneaky, resourceful, and not at all to be taken lightly. It’s always best to prepare before taking on a Dragon. Not all Dragons will elect to burn all their Power Points in one fell swoop, as they may need to save some for later breath attacks, or spells. Dragons tend to avoid the use of their breath weapons on those whom they intend to devour. Few Dragons speak Common, and even fewer cast spells. All Dragons, however, can employ Dracül. Sidhe is another language that they can at least comprehend, although they may not be able to respond (nor may they care to).



ACID DRAGON

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 18
SPD: 12	9	Hit Points: 360 (± 1d20)
DEX: 12	9	AP: 20
CON: 20	5%	AV: 20
WILL: 12	9	DV: 10
INT: 5	16	Loot: Hoarder!!!
PRE: 20	5%	CMR: 12, (36)
PER: 18	3	Action Phases: 4
POWER: 90	10%	Power Pool: 7,200

Special Stuff

Claw (X2) (5d10 + 1d10), Bite (5d10 + 1d12), Wing (5d10 + 1d10), Tail (5d10 + 1d12). Breath Weapon (Acid; var. dmg.). Fly (36 CMR). Gloom Sight. Eagle Eyes (2 Mods). Stealth. Stalking (1 Mod). Dracül (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

Close kin to the Black Dragon and the Lightning Dragon, the slightly slimmer Acid Dragon is built for stalking the swamps and wetlands, which it calls home. The Acid Dragon prefers to carefully stalk its prey, then, when the time is right, to unleash its powerful Acid Breath upon it; the better to pre-digest the meal, as it were. The Acid Dragon prefers to lair in immense beaver-like “dams” constructed of fallen trees, tangled moss, and the ruined, slushy bones of its acid-blasted prey.



BLACK DRAGON

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Kill Factors: 25
SPD: 10	11	Hit Points: 500 (± 1d20)
DEX: 10	11	AP: 25
CON: 20	5%	AV: 25
WILL: 11	10	DV: 15
INT: 7	14	Loot: Hoarder!!!
PRE: 20	5%	CMR: 10, (50)
PER: 18	3	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Claw (X2) (6d10 + 1d10), Bite (6d10 + 2d8), Wing (6d10 + 1d10), Tail (6d10 + 1d12). Breath Weapon (Fire; var. dmg.). Fly (50 CMR). Basal Regeneration (1 HP/Day). Bloodhound. Gloom Sight. Keen Hearing. Stealth. Stalking. Toughness. Dracül (Language, Level 2). Hatred of Humanoids.

Explanations

The Black Dragon is the epitome of all of the “bad Dragon” tales. It exists to cause harm, wreak destruction, and visit doom upon all who dare to cross its path. It is foul, cruel, and ill-tempered at best; and any sentient’s worst nightmare at worst. Unlike other Dragons, the Black Dragon prefers to lead with its awesome Breath Weapon, scorching everything before it in its blind fury, and then mopping up whatever’s left with its wicked, diamond-hard talons and teeth. Those who dare to hunt it must contest with the fact that the Black Dragon is totally unwilling to surrender, let alone to die (as its Toughness will indicate). This creature prefers to dwell close to humanoids (the better to hate them!).



BLOODWYRM

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 18	3	Kill Factors: 9
SPD: 12	9	Hit Points: 135 ($\pm 1d20$)
DEX: 12	9	AP: 9
CON: 15	3	AV: 11
WILL: 8	13	DV: 9
INT: 5	16	Loot: Lots
PRE: 16	5	CMR: 10, 10*
PER: 16	5	Action Phases: 2
POWER: 45	55%	Power Pool: 405

Special Stuff

Tail Lash (3d10 + 1d6), Bite (3d10 + 1d12; Continuous Damage). Stealth. Tunneling (10* CMR). Vibrational Sense (100 Foot Radius). Basal Regeneration (1 Hit Point/Day).

Explanations

Capable of tunneling through even the toughest bedrock, the Bloodwurm engages in a nearly constant subterranean search for the fresh blood upon which it feeds. Its lamprey-like toothy maw is well endowed with a rigid rim which allows it to latch onto its victim once it strikes for damage, and thus to inflict its massive Continuous Damage until the victim is a drained, bloodless husk. Though more common in The Midnight Realm, the rapacious and opportunistic Bloodwurm can be encountered in virtually any clime.



CELESTIAL DRAGON

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Kill Factors: 25
SPD: 11	10	Hit Points: 500 ($\pm 1d20$)
DEX: 12	9	AP: 20
CON: 20	5%	AV: 22
WILL: 15	6	DV: 10
INT: 15	6	Loot: Hoarder!!!
PRE: 20	5%	CMR: 12, (60)
PER: 19	2	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Spellcasting (as 20th Level spellcaster; see below). Claw (X2) (6d10 + 1d10), Bite (6d10 + 2d8), Wing (6d10 + 1d10), Tail (6d10 + 1d12). Breath Weapon (Fire or Lightning; var. dmg). Fly (60 CMR). Stealth. Gloom Sight. Keen Hearing. Bloodhound. Eagle Eyes (3 Mods). Dracül (Language, Level 2). Sidhe (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

The Celestial Dragon is the rarest of Dragons and Wyrms, capable of casting spells from any 1 Realm of Magick (Creator's choice) at the 20th Level of ability. Typically they are found in places that are far removed from mortal view, such as in great cloud castles, deep beneath the sea, or in the heart of a living volcano. They are prone to be kind and merciful to those who have dared to seek them out for knowledge, and merciless to those who would dare to prey upon them as if they were some unenlightened Dragon. Although "good" and "evil" are concepts

Dragons & Wyrms

best left to humanoid mortals, Celestial Dragons are inclined—but not exclusively inclined—to serve the greater good.



GREAT WYRM

Size: Gigantic

Attributes	Save	Combat Stats
STR: 50	2%	Kill Factors: 50
SPD: 8	13	Hit Points: 2,500 ($\pm 1d100$)
DEX: 8	13	AP: 50
CON: 50	2%	AV: 50
WILL: 15	6	DV: 40
INT: 11	10	Loot: Little
PRE: 50	2%	CMR: 25, 100*
PER: 18	3	Action Phases: 1
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Devour (8d10 + 2d8; X2 normal, X3 Critical). Swallow Whole on a Crit (for Continuous Damage!). Tunneling (100* CMR). Vibrational Sense (1 Mile Radius). Dracül (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

The Great Wurm is the largest of the conventional Dragons and Wyrms. Adorning its 1,000' long form are vestigial arms, legs, and wings which have been rendered useless by eons of deep-dwelling adaptation, and mighty three-feet thick scales, studded with the detritus of its underworld travels. Though blind by conventional standards, the Great Wurm can sense its prey by employing its passive Vibrational Sense, which will pick up the "noise" of any regular movements. Anything struck on a Crit by the creature will be swallowed whole and doomed to suffer some serious Continuous Damage inside the raging, gnashing toothy

maw of the the beastie until the creature is dead or until escape is made.



HYDRA

Size: Huge to Gigantic

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: + 1 per Head
SPD: 12	9	Hit Points: + 20 per Head
DEX: 12	9	AP: 20
CON: 20	5%	AV: + 1 per Head
WILL: 10	11	DV: + 1 per Head
INT: 5	16	Loot: Greedy
PRE: 20	5%	CMR: 1
PER: 20	5%	Action Phases: 1 per Head
POWER: 100	n/a	Power Pool: 10,000

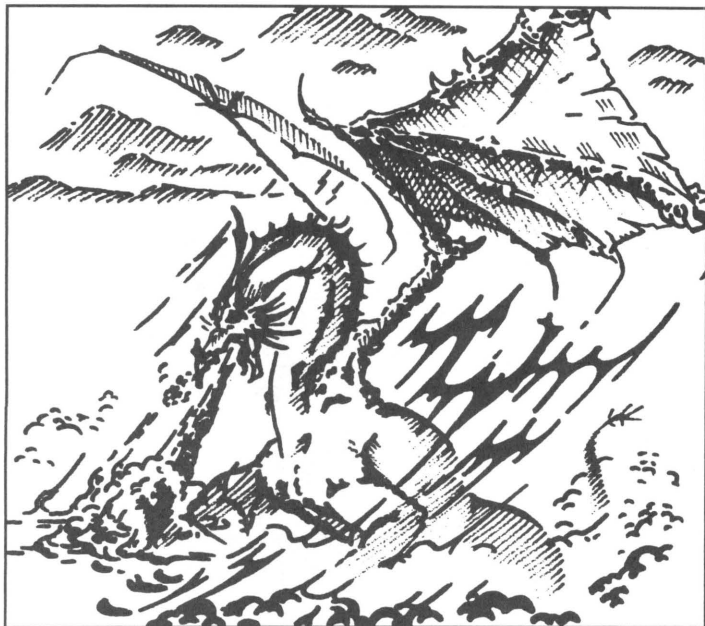
Special Stuff

Bite (X1 per Head) (Phased Attack, 5d10 + 1d8). Gloom Sight. Mega Regeneration (10 HP/Combat Round).

Explanations

The legendary Hydra has at least 10 heads (it typically can have anywhere from 1 to 20 heads), with each head adding Kill Factors, CVs, and Hit Points to the creature's base. (The bonuses are not all cumulative; they are the result of calculations based on 1 extra head yielding 1 extra Kill Factor, which influences the other stats.) The special Phased Attack of the Hydra allows the creature to attack with 1 head per Action Phase. Thus, its CMR is a bit low, but will be influenced by the number of heads (and thus its resulting Action Phases). If the Hydra has more than 10 heads, then simply toss in an additional head-attack on Phase 1 for the 11th head, etc. To kill the Hydra, one must bring its Hit Points down below "0." Each head can take 20 Hit Points of damage. If a head is removed, then the creature's stats will

instantly change to reflect the reduced number of heads. To permanently destroy the Hydra, one must burn its mega-regenerating form to ashes. Hydras typically serve Immortals and other powerful entities as guardians of powerful magick items, great masses of treasure, or even the occasional Artifact. There are, of course, rumors of Hydras with more than 20 heads.



ICE DRAGON

Size: Huge

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 15
SPD: 8	13	Hit Points: 300 ($\pm 1d20$)
DEX: 10	11	AP: 20
CON: 20	5%	AV: 15
WILL: 11	10	DV: 10
INT: 5	16	Loot: Hoarder!!!
PRE: 20	5%	CMR: 12, (48)
PER: 14	7	Action Phases: 4
POWER: 75	25%	Power Pool: 3,750

Special Stuff

Claw (X2) (5d10 + 1d8), Bite (5d10 + 1d12), Wing (5d10 + 1d8), Tail (5d10 + 1d8). Breath Weapon (Ice; var. dmg). Fly (48 CMR). Gloom Sight. Eagle Eyes (2 Mods). Dracul (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

The Ice Dragon dwells in the remote frozen lands, where it makes its lair in the heart of glaciers, caves of ice, or even in frozen tundra barrows. While smaller and slightly more torpid than its southern kin, the Ice Dragon is a ferocious predator, hunting down and freeze-drying virtually anything that crosses its path. Unlike most dragons, the Ice Dragon prefers to use its breath weapon upon its food, as the flesh will keep longer once it is frozen.



KI DRAGON

Size: Small

Attributes	Save	Combat Stats
STR: 11	10	Kill Factors: 15
SPD: 16	5	Hit Points: 225 ($\pm 1d20$)
DEX: 15	6	AP: 10
CON: 15	6	AV: 20
WILL: 20	5%	DV: 22
INT: 16	5	Loot: Hoarder!!!
PRE: 15	6	CMR: 20, (100)
PER: 18	3	Action Phases: 4
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Spellcasting as 15th Level Mystic. Claw (X2) (1d6 + 1d6), Bite (1d6 + 1d8), Wing (1d6 + 1d6), Tail (1d6 + 1d6). Fly (100 CMR). Gloom Sight. Eagle Eyes (3 Mods). Stealth. Shapeshift (Shift Order 1, at will). Dracul (Language, Level 2). Sidhe (Language, Level 2). Telepathy. Mind Mastery. Basal Regeneration (1 HP/Day).

Explanations

Preferring to dwell on the boundaries 'twixt man and the sylvan woods, the tiny Ki Dragon serves the forces of The Good Earth and the will of The Dragon. Rarely seen, save when it chooses to be, the Ki Dragon typically chooses not to interfere with the normal order of things, although it will occasionally deign to aid the rare adventurer who manages to *intrigue it*. Although its spell-casting capabilities are but that of a 15th Level Mystic, its Power is high enough for it to cast any spells of Mysticism from 1st to

10th Order—and cast them it will, with no hesitation, when confronted by those who serve The Dark Earth.



LIGHTNING DRAGON

Size: Gigantic

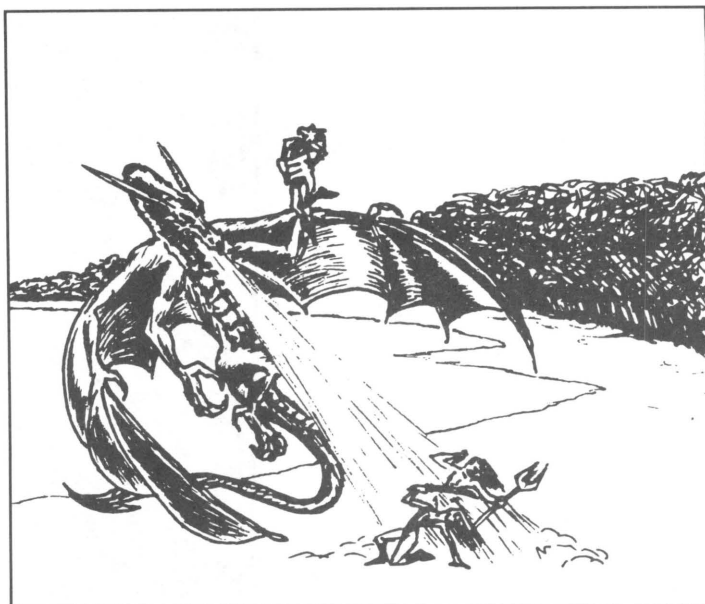
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 11	10	Hit Points: 400 (± 1d20)
DEX: 11	10	AP: 25
CON: 20	5%	AV: 26
WILL: 11	10	DV: 16
INT: 8	13	Loot: Hoarder!!!
PRE: 20	5%	CMR: 12, (60)
PER: 17	4	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Claw (X2) (5d10 + 1d10), Bite (5d10 + 2d8), Wing (5d10 + 1d10), Tail (5d10 + 1d12). Breath Weapon (Lightning; var. dmg.). Fly (60 CMR). Gloom Sight. Eagle Eyes (4 Mods). Stealth. Dracül (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

Close kin to the Black Dragon, the Lightning Dragon exists mostly to do harm to its fellow sentients. Unlike the slightly more aggressive Black Dragon, however, the Lightning Dragon prefers to dwell far away from the realms of humanoids, where it is less likely to be disturbed in its endless pursuit of its more conventional non-humanoid prey.



PURPLE DRAGON

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 18	3	Kill Factors: 10
SPD: 14	7	Hit Points: 160 (± 1d20)
DEX: 14	7	AP: 10
CON: 16	5	AV: 14
WILL: 12	9	DV: 12
INT: 8	13	Loot: Greedy
PRE: 16	5	CMR: 10, (30)
PER: 16	5	Action Phases: 3
POWER: 50	50%	Power Pool: 500

Special Stuff

Claw (X2) (3d10 + 1d8), Wing (3d10 + 1d8), Tail (3d10 + 1d10), Bite (3d10 + 1d12), Breath Weapon (Radiation; var. dmg.; see below). Radioactive Blood (Save vs. DEX if you strike dragon for damage while in close combat, or suffer 5d10 points; see below). Flight (at 3X CMR). Eagle Eyes. Bloodhound. Dracül (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

Although it is small for a true Dragon, the Purple Dragon compensates for its lack of size with its horrid radioactive breath weapon and blood. While it isn't the pure physical menace that its kin are, the Purple Dragon can and will attack any aggressors with its potent breath weapon. And those who dare strike it for damage while in close combat (that is, not with ranged weapons) must Save vs. DEX, or be splashed with its radioactive blood for 5d10 points of damage. Like the Wyvern, the Purple Dragon is a

social animal, and prefers to dwell within “communities” of its own kind.



SEA DRAGON

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 8	13	Hit Points: 400 (± 1d20)
DEX: 8	13	AP: 20
CON: 20	5%	AV: 20
WILL: 11	10	DV: 10
INT: 9	10	Loot: Hoarder!!!
PRE: 20	5%	CMR: 6, 24*
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Claw (X2) (5d10 + 1d8), Bite (5d10 + 1d12), Tail (5d10 + 1d10). Breath Weapon (Superheated steam; var. dmg.). Swim (24* CMR). Stealth (1 Mod). Amphibious. Gloom Sight. Keen Hearing (1 Mod). Bloodhound (1 Mod). Dracül (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

The Sea Dragon haunts the shipping lanes in search of new shinies and pretties with which to adorn its submarine lair. Millennia of adaptation to the watery depths has transformed the creature’s fire-breathing unto that of breathing superheated steam and boiling water, which it tends to employ with devastating effect upon passing ships. Contrary to popular belief, the Sea Dragon lairs are not found in the extreme depths of the seas, as the creatures are amphibious, and quite content to stick to the shallows of the sea lanes.



WYVERN

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 16	5	Kill Factors: 8
SPD: 14	7	Hit Points: 128 (± 1d20)
DEX: 12	9	AP: 8
CON: 16	5	AV: 10
WILL: 12	9	DV: 8
INT: 5	16	Loot: Greedy
PRE: 15	6	CMR: 3 (25)
PER: 15	6	Action Phases: 2
POWER: 40	60%	Power Pool: 320

Special Stuff

Claw (X2) (2d10 + 1d6), Bite (2d10 + 1d8), Wing (2d10 + 1d6), Sting (2d10 + 1d10; Venom, Save vs. CON or die; see below). Flight (25 CMR). Eagle Eyes (2 Mods). Dracül (Language, Level 2). Basal Regeneration (1 HP/Day).

Explanations

The flighty, pernicious Wyvern is built for speed, yet is more than capable of dishing out lots of devastation for its relatively small size. Its barbed tail can inject a vicious hemotoxin that will cause its victim to Save vs. CON or die on the spot. The venom is so toxic, however, that even a successful Save will still leave the victim with the effects of a “Devastating Critical Hit” for 20 Hours - 1 Hour per point of CON. Those with a CON above 20 are immune to Wyvern Venom. The Wyvern is a social creature, and it prefers to dwell within “communities” of its own kind.

Elemental Creatures

The Elemental Spheres: There are five Elemental Spheres, each one corresponding to a particular elemental type, and each one ruled by a particular Deific God of immense power (see the following section on “Elemental Lords” for more info):

<u>Element</u>	<u>Sphere</u>	<u>Ruler</u>
Earth	Elemental Sphere of Earth	Lithus
Air	Elemental Sphere of Air	Aeolus
Fire	Elemental Sphere of Fire	Pyrus
Wind	Elemental Sphere of Wind	Hydrus
Time	Elemental Sphere of Time	Tempus

Travel Upon The Spheres: Travel upon these wildly turbulent spheres by non-natives is possible only for those with a Power Attribute of 100, with an AP value of 100 or higher (or with specific protections versus the element in question), or with an appropriate Elemental Ward in place. Instantaneous destruction of the body and soul is the alternative for anyone else.

The Denizens Of The Spheres: There are two major classifications of Elementals: The basic Elemental, and the major-bad Deific God Elemental Lord who rules its particular Sphere (and all upon it). Elementals are fierce, proud, and most certainly powerful entities. Contrary to popular belief, each one possesses a unique identity with its own distinct personality and traits. It is the wise adventurer who remembers this when dealing with them...

Elementals

Dealing With Them: Bluffs and threats generally won’t work (unless you’re an Immortal, or you just happen to be carrying The GodSlayer around with you), so use magick. Especially Battlemagick. It works wonders with them, especially the following magicks:

<u>Spell</u>	<u>Order</u>
Summon Elemental	8th
Banish Elemental	8th
Elemental Circle	8th

Special Powers

Elemental Immunity: This totally wards the Elemental versus damage from its own particular elemental realm; specifically the “elemental” damage-type magicks, and all of the lesser damages of that particular element. This does not grant the Elemental any sort of protection versus any of the other elements. (For example, a Fire Elemental is totally warded versus all fire-type magicks and damage, yet any damage from the other 4 elements will affect it as normal.)

Cost: 10 Fate Points.



EARTH ELEMENTAL

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Kill Factors: 20
SPD: 8	13	Hit Points: 400 (± 1d20)
DEX: 8	13	AP: 20
CON: 20	5%	AV: 20
WILL: 10	11	DV: 15
INT: 10	11	Loot: None
PRE: 20	5%	CMR: 12, 60*
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Smash (6d10, X2 normal, X3 Crit.). Avalanche Attack (Single victim must Save vs. STR or be smashed to oblivion; Save equals no damage). *Terran Transport at will (at 60 CMR). Elemental Immunity.

Explanations

The Earth Elemental is a machine of devastation. Even a simple “Smash” (its combo smash-smite-stomp attack, akin to an earth-en tsunami of destruction) does tremendous damage. Its Avalanche Attack has the capability of smashing virtually anything it hits into nothing more than dust. The Earth Elemental manifests itself within the toughest nearby available terra firma, such that it may vary in appearance from soil, to rock, even to sand.



AIR ELEMENTAL

Size: Huge

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 20
SPD: 16	5	Hit Points: 400 ($\pm 1d20$)
DEX: 16	5	AP: 10
CON: 20	5%	AV: 26
WILL: 10	11	DV: 21
INT: 10	11	Loot: None
PRE: 20	5%	CMR: (100)
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Windblast (5d10), Asphyxiate (Save vs. CON or die; Save equals no damage). Flight (100 CMR). Elemental Immunity.

Explanations

The Air Elemental prefers to appear as a whirling, tornadic column that seldom touches the ground save to attack its victims. If its Windblast isn't doing the trick, the Air Elemental may opt to launch an Asphyxiate attack upon any single air-breathing victim. This special attack will instantly smother the victim unless he makes his CON Save. Those who make their roll will discover that they have taken no damage; the "eye of the storm" passing over them, sparing their lives.

FIRE ELEMENTAL

Size: Huge

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 20
SPD: 14	7	Hit Points: 400 ($\pm 1d20$)
DEX: 14	7	AP: 10
CON: 20	5%	AV: 24
WILL: 10	11	DV: 19
INT: 10	11	Loot: None
PRE: 20	5%	CMR: 20, 40*
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Fire Blast (5d10), Immolation (inflicts current Hit Points' worth of Fire Damage to all within a 15 Hex Radius; Power Save for $\frac{1}{2}$). *Tongue Of Flame Transport at will (at 40 CMR). Elemental Immunity.

Explanations

The Fire Elemental appears as a manlike figure of flame which can travel conventionally or transport itself from solid ground to solid ground. It can either Fire Blast its victim, or it can cause itself to Immolate, which will inflict tremendous damage to everything within the vicinity. Unfortunately, this totally aggressive sanction will cause the Fire Elemental to dematerialize and exist no more.



WATER ELEMENTAL

Size: Huge

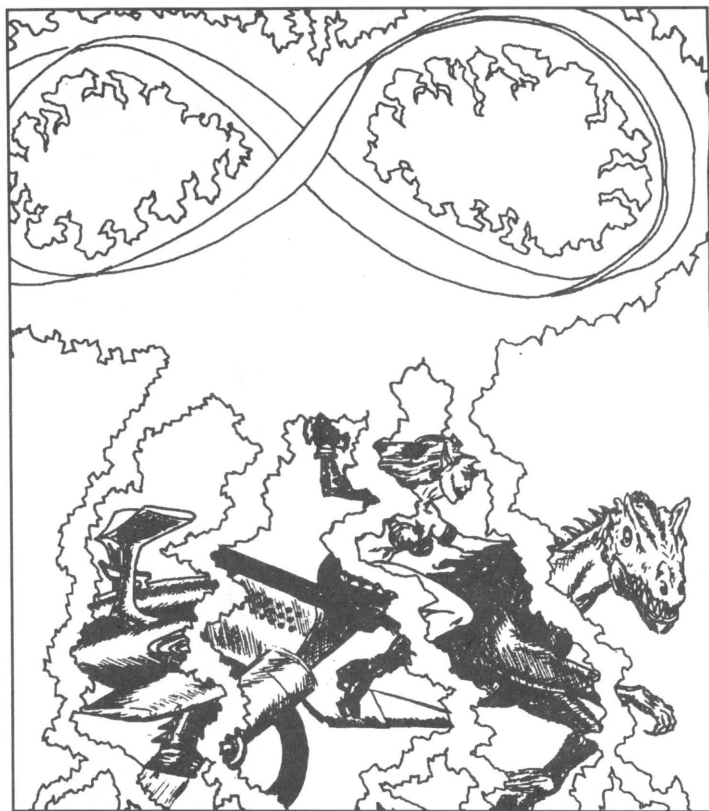
Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 20
SPD: 14	7	Hit Points: 400 (\pm 1d20)
DEX: 14	7	AP: 10
CON: 20	5%	AV: 24
WILL: 10	11	DV: 19
INT: 10	11	Loot: None
PRE: 20	5%	CMR: 15, 75*
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Hydro Blast (5d10), Drown (Save vs. CON or die; Save equals no damage). *Tidal Transport (at 75 CMR). Elemental Immunity.

Explanations

The Water Elemental appears as a humanoid wave which can travel overland with ease, or can transport itself at tremendous speed while within its native element. It can inflict a vicious Hydro Blast upon a single victim, or it can, like the Air Elemental, choose to launch a single-victim attack which will cause the air-breathing victim to Save vs. CON or instantly Drown (even if it can breathe underwater...).



TIME ELEMENTAL

Size: Huge

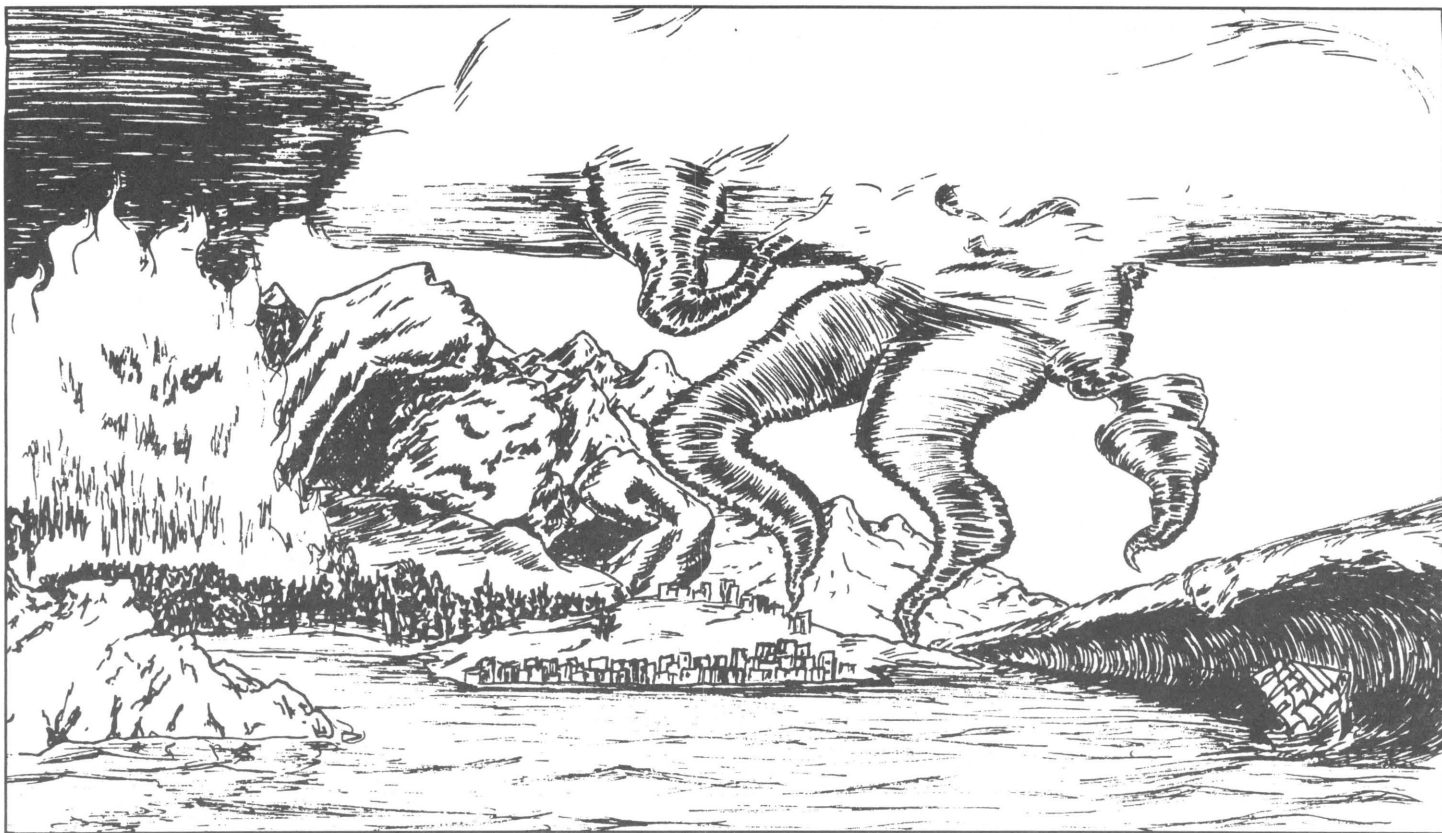
Attributes	Save	Combat Stats
STR: 20	n/a	Kill Factors: 20
SPD: 20	5%	Hit Points: 400 (\pm 1d20)
DEX: 20	5%	AP: 10
CON: 20	5%	AV: 30
WILL: 10	11	DV: 35
INT: 10	11	Loot: None
PRE: 20	5%	CMR: 100*
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Lightning Bolt (5d10), Entropy Attack (Save vs. POWER or whither to dust and die; Save equals no damage). All terrain movement (at 100 CMR). Immaterial. Elemental Immunity.

Explanations

The Time Elemental typically chooses to appear as a bizarre "infinity sign" that buzzes and hums with crackling flashes of ethereal lightning. Due to its unique form of manifestation, the Time Elemental can move at 100 through all known media. While it is less a true physical materialization than its elemental brethren, the Time Elemental can blast its victim with a Lightning Bolt, or it can choose to launch a single-victim Entropy Attack that will cause its victim to Save vs. POWER or instantly whither unto dust and die from hyper-advanced "old age." Fortunately, the Entropy Attack only affects sentient, organic entities, and it will cause no harm to Immortals.



The Elemental Lords

Dealing With Them: It's risky, at best, even if you're a faithful worshiper. After all, they are the rulers of their very own Spheres, and are gods in their own respects. And with power of that magnitude comes a mountain of pride, an ocean of ego, and a whole Sphere-full of Elementals who would give their very souls to fulfill the least wish of their lords. And, yes, with power of that magnitude, there's also a whole bunch of Primal, which they can, and will, use if sorely pressed.

Really Dealing With Them: Use magick. Battlemagick works wonders with them, especially the following magicks:

<u>Spell</u>	<u>Order</u>
Elemental Pact	9th
Elemental Circle Of Power	10th

Note: Don't be surprised, however, if even your best magicks fail when dealing with the Elemental Lords. They are, after all, extremely powerful Immortals, who can fart out gobs of Primal if necessary, just to snuff you, your henchmen, your castle, your whole city, and even your pet Goblin if you offend them.

Special Powers

Elemental Immunity: Same as the Elemental Special Power.

Cost: 10 Fate Points.

Deific Gods: The Elemental Lords are worshiped by their faithful, and, as such, they are truly Deific Gods. As such, they are bound by the rules of the Deific Gods (see "The Immortal Rules" in *SenZar*). Fortunately, they are also protected by the same rules, which means that any of their physical appearances on The Prime will be by the route of their Avatars, and that they cannot truly be slain until they are bested on their home Sphere (good luck!). Finally, this means that they are truly Immortals, and that they can use all the Primal that they like. And you *know* they will...

Cost: Special; comes with Deific God GenPackage.

Grant Wish: This is equal to a 1 Primal Point Wish. Once the Wish is granted, a period of 1 Year and 1 Day must pass before another Wish may be granted.

Cost: Special; comes with Deific God GenPackage.

Elemental Creatures

LITHUS, ELEMENTAL LORD OF EARTH

Immortal Realm: Deific God
Professions: Elemental Lord
Levels: 50 (Kill Factors)

Sex: Neuter
Height: 1,000'
Weight: 1 Megaton

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 100	n/a	Hit Points: 2,500
SPD: 16	5	AP: 250
DEX: 16	5	AV: 56
CON: 50	2%	DV: 46
WILL: 20	5%	Loot: Hoarder!!!
INT: 18	3	CMR: 20, 100*
PRE: 50	2%	Action Phases: 5
PER: 20	5%	Power Pool: 10,000/100,000
POWER: 100	n/a	Primal: 150,000

Special Stuff

Smash (10d10, X2 normal, X3 Crit.). Mass Avalanche Attack (All within a 50 Hex Radius must Save vs. STR or be smashed to oblivion; Save equals no damage). *Terran Transport at will (at 100 CMR). Elemental Immunity. Grant Wish. All other Deific God Powers and Abilities (see "The Immortal Rules").

Explanations

The Lord of the Earth Elementals, Lithus is the absolute ruler of The Elemental Sphere of Earth. Lithus chooses to express its "home" on the Sphere as a "living planet" which appears to occupy the center of a black whirling maelstrom of Void energies. Lithus is, of course, the entire "planet," and is itself populated by a seemingly endless number of Earth Elementals. Of all the Elemental Lords, Lithus is perhaps the one most likely to be amenable to the entreaties of humanoid spellcasters who seek its aid, as long as they are capable of walking upon the earth.

AEOLUS, ELEMENTAL LORD OF AIR

Immortal Realm: Deific God
Professions: Elemental Lord
Levels: 50 (Kill Factors)

Sex: Neuter
Height: 1,000'
Weight: n/a

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 2,000
SPD: 20	5%	AP: 150
DEX: 20	5%	AV: 60
CON: 40	3%	DV: 50
WILL: 20	5%	Loot: Hoarder!!!
INT: 19	2	CMR: (100)
PRE: 40	3%	Action Phases: 5
PER: 20	5%	Power Pool: 10,000/100,000
POWER: 100	n/a	Primal: 150,000

Special Stuff

Windblast (10-100), Mass Asphyxiate (All within a 50 Hex Radius Save vs. CON or die; Save equals no damage). Flight (100 CMR). Elemental Immunity. Grant Wish. All other Deific God powers and abilities (see "The Immortal Rules").

Explanations

The Lord of the Air Elementals, Aeolus is the absolute ruler of the Elemental Sphere of Air. Aeolus chooses to manifest itself as an immense, scary, multiple-vortex tornado of titanic proportions, holding this form both at home and when summoned. Its elemental servants manifest themselves as "miniature" vortices attached to the main body of Aeolus when on the home sphere. Aeolus is, as his stormy nature would appear to indicate, difficult for most humanoids to deal with, although it is quite amenable to any creature which has the power of flight.

PYRUS, ELEMENTAL LORD OF FIRE

Immortal Realm: Deific God
Professions: Elemental Lord
Levels: 50 (Kill Factors)

Sex: Neuter
Height: 1,000'
Weight: n/a

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 2,000
SPD: 20	5%	AP: 100, special
DEX: 20	5%	AV: 60
CON: 40	2%	DV: 50
WILL: 20	5%	Loot: Hoarder!!!
INT: 17	5	CMR: 30, 60*
PRE: 40	3%	Action Phases: 5
PER: 18	3	Power Pool: 10,000/100,000
POWER: 100	n/a	Primal: 150,000

Special Stuff

Fire Blast (10d10), Mass Immolation (inflicts current Hit Points' worth of Fire Damage to all within a 50 Hex Radius). *Tongue Of Flame Transport at will (at 60 CMR). Fire Armor Protection (causes Retributive Fire Blast Damage of 10d10 to any who physically attack with a weapon in close-quarter combat). Elemental Immunity. Grant Wish. All other Deific God Powers and Abilities (see "The Immortal Rules").

Explanations

Pyrus, the Lord of the Fire Elementals and the absolute ruler of the Elemental Sphere of Air, chooses to manifest itself as the most intense wildfire possible to imagine, maintaining this form both at home and when summoned. Pyrus may inflict his Immolation at will, with none of the usual debilitating effects. When on the home sphere, Pyrus' elemental servants exist as "one with the flame," or as lesser parts of the whole of Pyrus. Pyrus is openly hostile to anyone and anything without some form of Pyromania (see "Karma"). However, if fire's cool, then so are you...

Elemental Creatures

HYDRUS, ELEMENTAL LORD OF WATER

Immortal Realm: Deific God
Professions: Elemental Lord
Levels: 50 (Kill Factors)

Sex: Neuter
Height: 1,000'
Weight: 1 Megaton

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 40	3%	Hit Points: 2,000
SPD: 20	5	AP: 250
DEX: 20	5	AV: 60
CON: 40	2%	DV: 50
WILL: 20	5%	Loot: Hoarder!!!
INT: 17	4	CMR: 20, 100*
PRE: 40	5%	Action Phases: 5
PER: 20	5%	Power Pool: 10,000/100,000
POWER: 100	n/a	Primal: 150,000

Special Stuff

HydroBlast (10d10), Tsunami (All within a 50 Hex Radius Save vs. CON or die; Save equals no damage). *Tidal Transport (at 100 CMR). Elemental Immunity. Grant Wish. All other Deific God Powers and Abilities (see "The Immortal Rules").

Explanations

The Lord of the Water Elementals and absolute ruler of the Sphere of Water, Hydrus manifests as a gigantic humanoid wave when summoned, yet as a sphere of pacific waters when upon its own sphere. When on the home sphere, Hydrus' elemental servants merge with the whole of Hydrus, forming eddies, currents, and lesser waves within the spherical ocean. Inimical to mere landlubbers, Hydrus is, however, quite content to deal fairly with natives of the sea and with those who have a deep empathy for things aquatic.

TEMPUS, ELEMENTAL LORD OF TIME

Immortal Realm: Deific God
Professions: Elemental Lord
Levels: 50 (Kill Factors)

Sex: Neuter
Height: 1000'
Weight: n/a

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 1	20	Hit Points: 2,000
SPD: 100	n/a	AP: 100, special
DEX: 30	4%	AV: 70
CON: 40	3%	DV: 70
WILL: 20	5%	Loot: Hoarder!!!
INT: 20	5%	CMR: 100*
PRE: 50	5%	Action Phases: 5
PER: 20	5%	Power Pool: 10,000/100,000
POWER: 100	n/a	Primal: 150,000

Special Stuff

Lightning Bolt (10d10), Mass Entropy Attack (All within a 50 Hex Radius Save vs. POWER or whither to dust and die; Save equals no damage). All terrain movement (at 100 CMR). Entropy Armor Protection (destroys all non-Primal weapons which strike it, no Save; the 100 AP applies to all other attacks, including magicks). Elemental Immunity. Grant Wish.

Immaterial. All other Deific God Powers and Abilities (see "The Immortal Rules").

Explanations

The Elemental Lord of Time and absolute ruler of the Sphere of Time, Tempus appears as a super-sized, super-charged Time Elemental. Unlike the other lords, Tempus is about as alien to humanoids as can be imagined, and is quite difficult to comprehend, let alone to deal with. For Tempus is its own Sphere, and its own Sphere is Tempus, and it always is, was, and will be.

Giants

Typically shunned by the majority of mortal humanoids, Giants normally dwell far removed from the sight of mortal man. While some are deserving of their vile reputations, there are yet a few Giants who are guilty of nothing more than being a lot bigger than most folks...



HYPERION GIANT

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 19	2	Kill Factors: 15
SPD: 10	11	Hit Points: 240 ($\pm 1d20$)
DEX: 10	11	AP: 2 + armor, if any
CON: 16	5	AV: 15
WILL: 14	7	DV: 10
INT: 14	7	Loot: Greedy
PRE: 17	4	CMR: 12, (60)
PER: 14	7	Action Phases: 4
POWER: 60	40%	Power Pool: 3,000

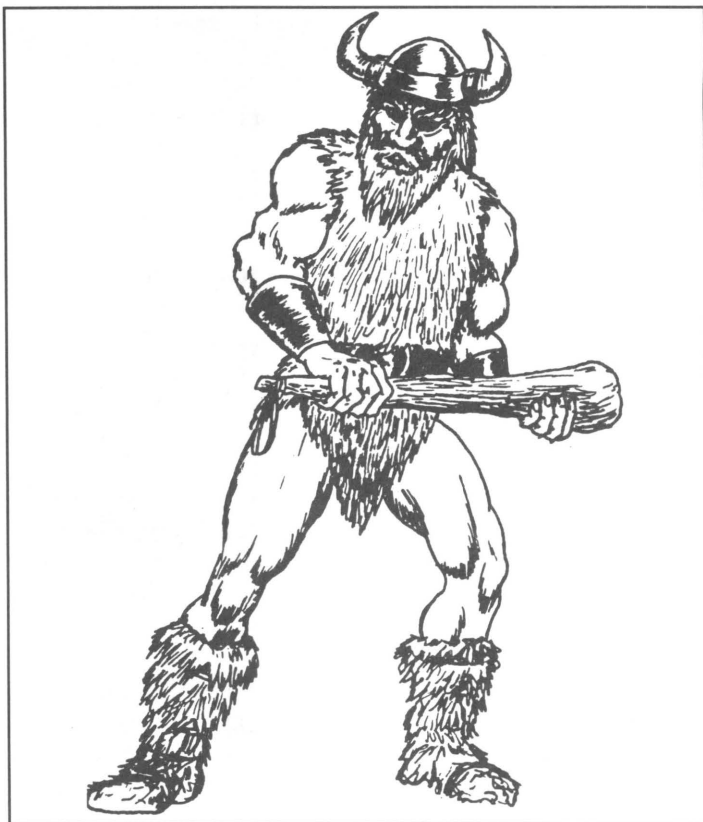
Special Stuff

Smash (4d10 + weapon, if any). Gloom Sight. Ultravision. Telekinetic Flight (60 CMR). Spellcasting abilities as 15th Level spellcaster (Creator's Choice).

Explanations

The legendary "cloud" and "storm" giants of lore, the Hyperion Giants make their homes in the clouds; their magicks allowing them to conquer the elements and bend them to their will. Their mighty "cloud islands" hover far above the ground, often thousands of feet above the clouds themselves. Although they may choose to follow virtually any realm of magick, thanks to their high mental stats, they mostly prefer to explore the realms of Battlemagick, Sorcery, and Wizardry. As highly intelligent,

spellcasting creatures, they will typically hoard things magick, which they will, naturally, employ to their highest capabilities.



JOTUN

Size: Large

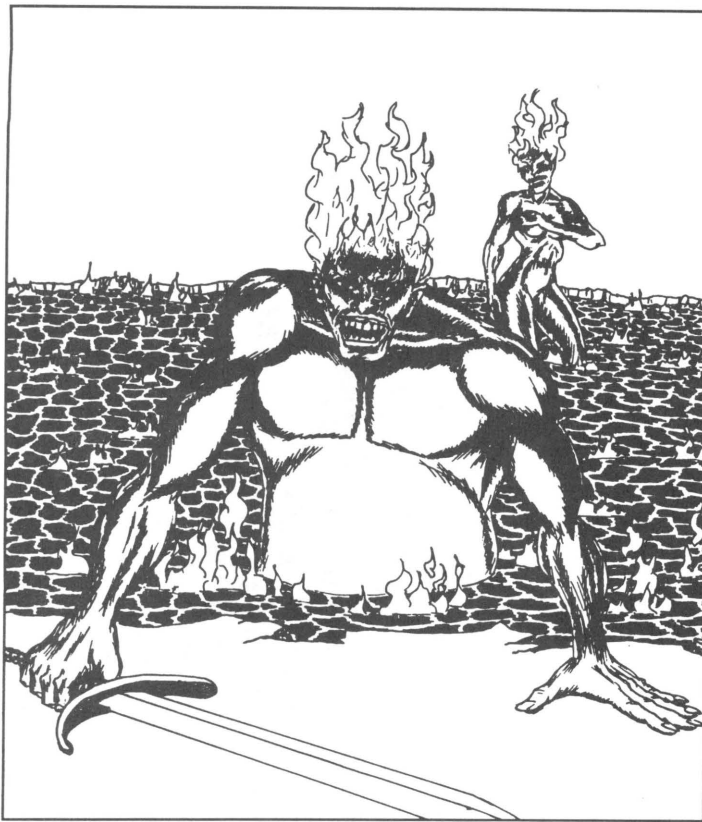
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 17	4	Kill Factors: 8
SPD: 9	12	Hit Points: 128 ($\pm 1d20$)
DEX: 9	12	AP: 2 + armor, if any
CON: 16	5	AV: 8
WILL: 11	10	DV: 6
INT: 10	11	Loot: Greedy
PRE: 15	6	CMR: 8
PER: 11	10	Action Phases: 2
POWER: 32	68%	Power Pool: 266

Special Stuff

Smash (2d12 + weapon, if any). Gloom Sight. Immunity to all forms of cold, including magickal.

Explanations

The smallest of the true Giants (and "small" is a relative term, at best), the Jotun are dwellers of the ice and snow, preferring to establish their massive ice-halls in realms best reserved for those with ice in their veins. Jotun are quite immune to cold, even magickal cold, and as such are ideally suited to their icy realm. Like the giant Akir they so much resemble, the Jotun will occasionally enslave other races to do their bidding, and as such they are feared by most sane sentients. The rare Jotun may rise above the norm for his race and gain the ability to cast magick. In fact, the larger Jotun communities are quite often ruled by one who has done precisely that.



LAVA GIANT

Size: Large

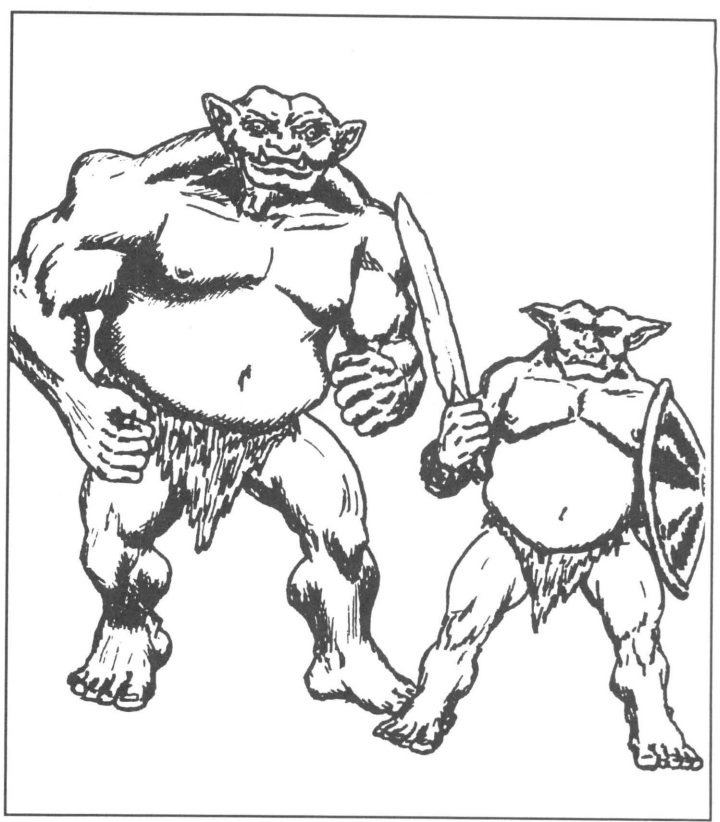
Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 12
SPD: 8	13	Hit Points: 192 ($\pm 1d20$)
DEX: 9	12	AP: 2 + armor, if any
CON: 16	5	AV: 12
WILL: 10	11	DV: 10
INT: 10	11	Loot: Greedy
PRE: 16	5	CMR: 10
PER: 10	11	Action Phases: 3
POWER: 48	52%	Power Pool: 144

Special Stuff

Smash (3d10 + weapon, if any). Gloom Sight. Immunity to all forms of heat and fire, including magickal.

Explanations

The Lava Giants normally (but not always) inhabit The Midnight Realm, where they make their homes in the bowels of living volcanoes. Immune to heat, they are dwellers of fire, and, as such, they do not typically cross the paths of most mortals. There are, however, notable exceptions to this, for though they are basically of a neutral mindset when it comes to other humanoids, they are not above being bribed, bought, or otherwise coerced unto serving the whims of The Dark Earth.



OGRE

Size: Large

Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 4
SPD: 9	12	Hit Points: 64 ($\pm 1d10$)
DEX: 9	12	AP: 2 + armor, if any
CON: 16	5	AV: 4
WILL: 9	12	DV: 2
INT: 9	12	Loot: Lots
PRE: 13	8	CMR: 6
PER: 11	10	Action Phases: 1
POWER: 12	88%	Power Pool: 48

Special Stuff

Smash (2d10 + weapon, if any). Gloom Sight. Bloodhound (1 Mod).

Explanations

The least potent of the Giants, the Ogre is believed by many to be the result of the inbreeding of Humans and true Giants. While most Ogres prefer to dwell far removed from the endless predations of Humans and their ilk, there are some who have yet to rise from their assuredly Human roots, and these latter thrive upon hunting down any Humans who are foolish enough to cross their path. While families of Ogres are quite common, entire communities are quite rare, and should be treated with the respect due them.



SEA GIANT

Size: Huge

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 15
SPD: 8	13	Hit Points: 270 ($\pm 1d20$)
DEX: 9	12	AP: 4 + armor, if any
CON: 18	3	AV: 15
WILL: 10	11	DV: 10
INT: 7	14	Loot: Greedy
PRE: 18	3	CMR: 12, 24*
PER: 12	9	Action Phases: 4
POWER: 45	55%	Power Pool: 2,250

Special Stuff

Smash (5d10 + weapon, if any). Gloom Sight. Swim (24 CMR). Amphibious. Music (Voice). Keen Hearing (1 Mod).

Explanations

Stupid, belligerent and aggressive, the Sea Giants prowl the unlit depths of the seas in their endless pursuit of prey. Sometimes, however, they may rise to the surface to visit doom upon passing ships, carrying both fresh meat and shiny trinkets down to their abyssal lairs. Physically, they resemble outsized, massively muscled T'leel (whom they hunt with no remorse), and they communicate in much the same manner.



TROLL

Size: Large

Attributes	Save	Combat Stats
STR: 16	5	Kill Factors: 7
SPD: 8	13	Hit Points: 119 ($\pm 1d20$)
DEX: 8	13	AP: 4
CON: 17	4	AV: 7
WILL: 9	18	DV: 5
INT: 7	16	Loot: Lots
PRE: 15	6	CMR: 6
PER: 12	9	Action Phases: 2
POWER: 21	79%	Power Pool: 147

Special Stuff

Claw (X2) (2d10 + 1d6), Bite (2d10 + 1d8). True Regeneration (1 Hit Point/Hour). Directional Sense. Bloodhound (1 Mod). Stalking. Gloom Sight.

Explanations

The Troll is a hateful predator that stalks the darkness in search of fresh, bloody meat. These albinoid horrors prefer the taste of Khazak to Mokarr, and as such are quite hated by the sturdy Khazaks, who hunt them down with no remorse. While Trolls prefer to hunt alone, it is not uncommon to encounter more than one of them if blood has already been drawn. Despite their preference for The Midnight Realm, it is not uncommon to find the extremely adaptable Troll in virtually any locale.



SERVITOR TROLL

Size: Large

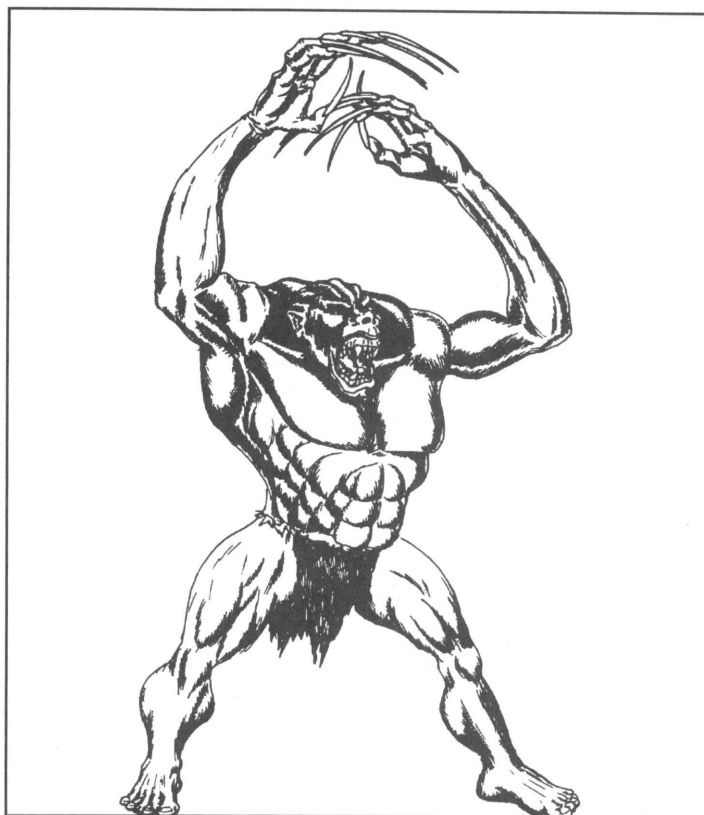
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 17	4	Kill Factors: 8
SPD: 8	13	Hit Points: 136 ($\pm 1d20$)
DEX: 8	13	AP: 4
CON: 17	4	AV: 8
WILL: 3	18	DV: 6
INT: 5	16	Loot: None
PRE: 15	6	CMR: 7
PER: 12	9	Action Phases: 2
POWER: 24	76%	Power Pool: 192

Special Stuff

Claw (X2) (2d12 + 1d6), Bite (2d12 + 1d8). True Regeneration (1 Hit Point/Hour). Directional Sense. Bloodhound (1 Mod). Stalking. Gloom Sight. Remote Link w/Driver; Infravision & Ultravision (w/Slave Visor).

Explanations

This Mokarr-bred monstrosity is a towering, albinoid hulk that exists solely to serve The Dark Earth. While fitted with its sense-augmenting Slave Visor, the Servitor Troll becomes capable of tracking its Mokarr-designated prey even under adverse conditions. And what sees the Servitor Troll, so does its Mokarr "driver," who is "linked" to the beast and can direct its actions remotely, if desired. The link is technomagickal, and may be "severed" by even the most mundane magicks.



VENOM TROLL

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 15
SPD: 10	11	Hit Points: 300 ($\pm 1d20$)
DEX: 10	11	AP: 10
CON: 20	5%	AV: 15
WILL: 5	16	DV: 10
INT: 8	13	Loot: None
PRE: 17	4	CMR: 7
PER: 16	5	Action Phases: 4
POWER: 75	25%	Power Pool: 3,750

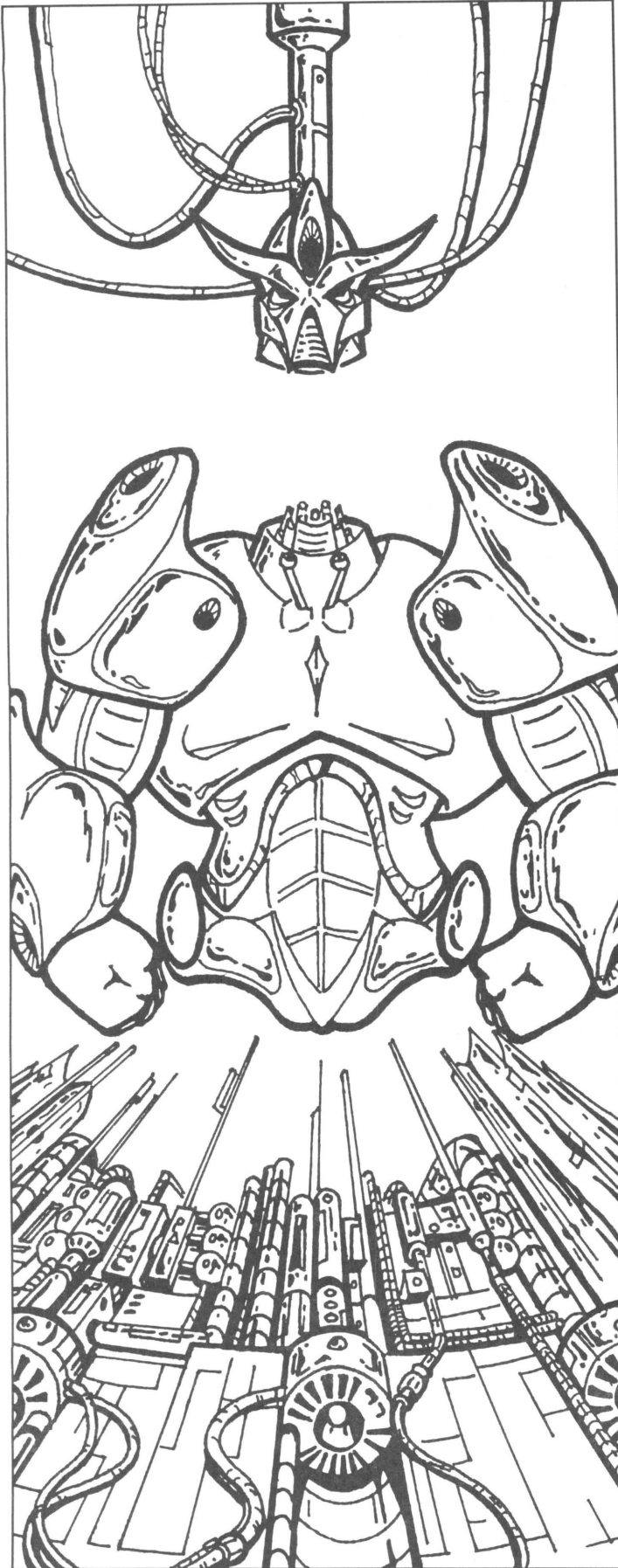
Special Stuff

Claw (X4) (5d10 + 2d8 + Venom, Save vs. CON or die, success equals Devastated Crit), Bite (5d10 + 2d8 + Venom, Save vs. CON or die, success equals Devastated Crit). Gloom Sight. Bloodhound (5 Mods). Keen Hearing (5 Mods). Toughness. HyperRegeneration (1 Hit Point/Combat Round). Stalking (5 Mods). Mutant. Kinetic Absorption (Mutation; absorbs 1 Hit Point per 1 Power Point expended). Power Absorption (Mutation; absorbs 1 Hit Point per 1 Power Point expended). Immune to all known Venoms & Poisons.

Explanations

The dreaded Venom Troll is the last line of defense of the Mokarr elite. Its entire essence is a very venomous hyperalkaloid, similar but superior to that of the Wyvern. It is driven by a condensed technomagickal "chip" in its brain, which allows either a driver to remotely drive it, as a Servitor Troll, or to "program" it with up to 15 words of command (see "Golems"). The chip is driven by Mokarr Broadcast Power.

Golems



A Golem is a created entity which exists to serve the programmed commands of its master. Unlike other creations (such as the Alchemist's Homunculus), the Golem is typically a mindless automaton, not truly alive by the standards of mortal man, and thus incapable of true life.

Creating Golems: Golems will have 1 Kill Factor per Bar of Exotic material used in its construction. The maximum Kill Factor of the Golem can equal but not exceed the character's own. The Golem's desired form first must be sculpted from clay (which requires a successful "Art" Skill Roll), then overlaid with the Exotic material. Any interruption during this time will force the character to begin the process all over again.

Following Orders: Although golems do not possess a true intelligence, they are capable of following a few simple orders, or sets of commands, like the good little robots they are. While it is logical to assume that the commands are both set and issued at the time of the golem's creation, it may (or may not) be possible to usurp or to otherwise override certain golem's commands provided that the character has the necessary skills, languages, or sheer BS to do so (Creator's option, of course). Commands themselves should be limited to simple words, such as "Kill!", "Wait!", "Go!", etc.; or to simple phrases, such as "Stay here, and kill anything you detect." Think of it as programming a simple computer, with a limit of about 1 command word per Kill Factor of the golem.

Full Spectrum Perception: This grants the golem the ability to "perceive" its environment in the normal, infrared, and ultraviolet spectra. This includes Gloom Sight, as well. Additionally, this allows it to sense the presence of all living creatures within a 1 Hex Radius per Kill Factor (so Stealth isn't gonna let you sneak by it). Only those with a POWER Attribute of 100 (or those with some serious artifacts or technomagick) can "defy" this latter ability.

No Power Pool: That's right. Golems have no Power Point Pool. The magicks used in creating them "fix" their Power at 100, while simultaneously disallowing them the use of any Power Points for themselves.

No Mental Attributes: Golems have no true Intelligence, no true Willpower, no true Presence, and no true Perception to call their own. Why? Simple: they don't have minds to call their own. They are, therefore, quite immune to the effects of any spells which invoke the Mental Attributes as Saves.

Golem Creation Requirements

- 1) The character must have the "Artificer" Special Power.
- 2) The character must have a Power Attribute of "100".
- 3) The character must be of equal or higher Level than the KF of Golem.
- 4) The character must have the Special Power of "Inventor" if trying to create a new "original design" Golem.

Golem Creation Template

Creation Cost: The Power Point cost is a Base of 1000 Power Points per Kill Factor of the Golem. This is only for the Base Cost of the Golem itself. Any additional artificing will cost more points.

What Does This Do? This creates a base Golem with the following abilities:

STR & CON of 1 point per Kill Factor, up to a 20 Max
DEX & SPD of 10 each; -1 for a "Huge" Golem and -2
for a "Gigantic" one

WILL, INT, PRE & PER of 0; but "special" in that
immune to attacks involving these Attributes

Cannot surprise a Golem

CMR= one-half its total Kill Factors

Action Phases as per Pro Combat

AV and DV per Pro Combat

Modify DV if using size modifiers

Size up to 1' per Kill Factor

Base AP = 10; this can be Artificed as normal

Hit Points = Constitution X Kill Factors

Damage as per Strength; plus, the Golem can have
weapons built into it, such as a sword, blade,
claws, etc.; suggest a Damage Class of from 1
to 5

Special Attacks/Defenses per Exotic employed

This is normally the maximum unless the Golem is specifically artificed to do more.

Exotics & Additional Powers: Yes, the Golem will possess certain additional abilities based upon the special abilities of its Exotic construction. For instance, if you make a Vermix Golem, then that Golem will possess, in addition to anything else you happen to artificed into it, the nifty powers of Vermix itself, which means some whopping additional damage from its Vermix claws, or what have you. The same can be said of any other Exotic which imparts some extra damage or special attack form.

Artificing Additional Stuff Into The Golem: This may be done at the time of Golem creation, simply as if it were a normal artificing procedure. Be aware, though, that the first thing you add after the original template will occupy the 2nd artificing slot, and will thence progress downward.

Note: The Golem Creation process itself occupies only the 1st artificing slot. It is a "concentrated" procedure, and thus gains this neat compression, even though it truly should occupy more than 1 slot.

Hey! Those Golems Of Yours Defy The Rules! Yes, you are cor-rect! That's why they're listed, just so you can see what to what depths of depravity some artificers (we mean, some "Shadar") will sink in pursuit of the ultimate killing machines.



MORTOGOLEM

Size: Gigantic

<u>Attributes</u>	<u>Save</u>
STR: 50*	2%
SPD: 8	13
DEX: 8	13
CON: 50*	2%
WILL: 0	n/a
INT: 0	n/a
PRE: 0	n/a
PER: 0	n/a
POWER: 100	n/a

Combat Stats

Kill Factors: 50

Hit Points: 2,500

AP: 100*

AV: 50

DV: 40

Loot: None

CMR: 25

Action Phases: 5/10

Power Pool: none

Special Stuff

Shadar Steel Razor Arms (X2) (8d10 + 2d8; Sharpness, X2 normal, X3 Crit; Save vs. POWER or die if mortal; permanent Paired Weapons/Black Maelstrom w/arms). Death's Head Prismatics (Phased Attacks; see below). Retributive Strike (see below). * Golem artificed to 100 AP, 50 STR and 50 CON. Full Spectrum Perception.

Explanations

This 50 foot tall Shadar Steel monstrosity—part Shadar Steel Battle Golem, part mechanized Death's Head—is programmed but for one thing: Total Destruction. Each of its 2 Razor Arms may attack once on each and every one of its 5 normal Action Phases, thanks to its permanent Black Wurm enchantments. Unwholesomely enough, on each and every Action Phase it may attack with its 9 Prismatic Eyestalks, concluding with a full Prismatic Blast on the 10th and final Action Phase. These first

two attack modes operate simultaneously! Finally, as if that weren't enough, every time the Mortogolem is struck—even if no damage is caused—it will launch a massive Retributive Strike, which is chosen at random from the 4 possibilities below (a d4 will do nicely here):

Retributive Strike

1	Effect Directed Pulse; Pulses all magick within a 10 Hex Radius of Mortogolem. Mortogolem is immune.
2	Void Immolation; all within a 10 Hex Radius of Mortogolem Save vs. POWER or die; 100 points if Save is made.
3	Cancellation Immolation; all non-Primal spells fizzle, and all non-Artifact magick items within a 10 Hex Radius are destroyed unless a perfect "20" on a d20 is rolled.
4	Hellfire; being who struck Mortogolem is struck for 1,000 points of Hellfire damage; range is limited to 100 Hexes. POWER Save for ½.

The Retributive Strikes flare from the great Inscription emblazoned upon the Mortogolem's torso. Like everything else on the Mortogolem, these fire at will.

Though forged through an analogue of Primal Magicks, the Mortogolem itself is not Primal; the analogous Primal being "buried and burned" in order to create the Mortogolem's permanently empowered abilities at a reasonably efficient non-Primal cost. Funny the things one can get away with when ancient Shadar magicks combine with about 50 Bars of Shadar Steel...



SHADAR STEEL BATTLE GOLEM

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 25
SPD: 8	13	Hit Points: 1,250
DEX: 8	13	AP: 100*
CON: 50*	2%	AV: 25
WILL: 0	n/a	DV: 15
INT: 0	n/a	Loot: None
PRE: 0	n/a	CMR: 13
PER: 0	n/a	Action Phases: 5
POWER: 100	n/a	Power Pool: none

Special Stuff

Shadar Steel Razor Arms (X2) (5d10 +2d8; Sharpness, X2 normal, X3 Crit; Save vs. POWER or die if mortal; permanent Paired Weapons/Black Maelstrom w/arms). * Golem artificed to 100 AP & 50 CON. Full Spectrum Perception.

Explanations

The 25 foot tall Shadar Steel Battle Golem is capable of launching a devastating flurry of attacks with its Shadar Steel arm-blades. On each of its 5 Action Phases, the Battle Golem may launch 1 attack with each of its two massive arm-blades. While the Shadar typically relegated the golem either to important guard/defend duty or to front-line shock troop duty, there are rumors, incredibly enough, of a model of Battle Golem which actually housed a "driver" who could, through the artifice of ancient magicks, employ his very own Combat Values and Martial Arts disciplines through the Battle Golem itself, adding even more pain and misery to the world around them.



SUPREMIUM DOOM GOLEM

Size: Huge

Attributes	Save	Combat Stats
STR: 20	5%	Kill Factors: 20
SPD: 9	12	Hit Points: 400
DEX: 9	12	AP: 100*
CON: 20	5%	AV: 30*
WILL: 0	n/a	DV: 15
INT: 0	n/a	Loot: None
PRE: 0	n/a	CMR: 10
PER: 0	n/a	Action Phases: 5
POWER: 100	n/a	Power Pool: none

Special Stuff

Supremium Doom Blade (5d10 + 10d10; Doom, X3 normal, X4 Crit, X5 on a perfect "20"); Total Physical Warding (no physical damage save by Artifact-level weapons). * Golem artificed to +10 AV and 100 AP. Full Spectrum Perception.

Explanations

While not quite so large or massive as its brethren, the Supremium Doom Golem compensates for its lack of size by its intense offensive capabilities and its nigh-invincible defensive wardings. This bad boy can dish it out, *and* take it. Its wardings protect it against all but the most powerful Artifact-level weapons, although magicks will affect it as normal, while its massive blade can hack down virtually anything that crosses its path. (The blade, should it be separated from the creature, will function as normal, though it should be noted that the minimum STR required to employ it is "20.")

Creatures Of The Pit

Denizens of The Pit include all forms of Demons and Undead, as well as The Dark Earth Mother herself, Chthon.

Dealing With Them: It's risky, at best, even if you're a faithful worshiper, unless you're an Immortal yourself, or unless you cheat and employ any one of a number of Summon/Binding magicks from the Realm of Necromancy. Here's a convenient table of magicks for doing just that:

The Hierarchy of The Pit

Demons	Undead	Summon	Bind
Minor Demon	Skeleton	2	3
Lesser Demon	Zombie	3	4
Demon	Skel. Warrior	4	5
Greater Demon	Ghoul	5	6
Valkydri	Night Stalker	6	7
N'Gothrai	Soul Eater	7	8
Nexar	Corpse Light	8	9
Nebular	Death Knight	9	10
Demon Lord	Fell Dragon	10	n/a
Chthon	Chthon	n/a	n/a

Yes There Are Two Paths You Can Go By: True, for there are both Demons and Undead, and each different path, if you will, is replete with its own unique Special Powers and Abilities. Each is dealt with in its own section.

Demon Special Powers & Abilities

Druus (Level 2, native tongue)

Demonic Telepathy (allows them to communicate with most other sentients in a semblance of their native tongues)

Primary Combat (+1 CV per Kill Factor)

True Regeneration (1 HP/Hour)

Shapeshift (1st Order Shapeshift, at will)

Magick Sense

Necromancy (spellcasting as Necromancer of 1 Level per 1 Kill Factor; assume knows all spells possible to cast)

Deific Gods: As with the Elemental Lords, some Demons are worshiped by their faithful, and, as such, they are truly Deific Gods. As such, they are bound by the rules of the Deific Gods (see "The Immortal Rules" in **SenZar**). Fortunately, they are also protected by the same rules, which means that any of their physical appearances on The Prime will be by the route of their Avatars, and that they cannot truly be slain until they are bested on their home Sphere (good luck!). Finally, this means that they are truly Immortals, and that they can use all the Primal that they like. And you *know* they will...

Grant Wish: This is equal to a 1 Primal Point Wish. Once the Wish is granted, a period of 1 Year and 1 Day must pass before another Wish may be granted.

Cost: Special; comes with Deific God GenPackage.



MINOR DEMON

Size: Small

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 15	6	Kill Factors: 5
SPD: 13	8	Hit Points: 75 (\pm 1d10)
DEX: 13	8	AP: 5 17
CON: 15	6	AV: 8 8
WILL: 8	13	DV: 10 17
INT: 8	13	Loot: Very Little
PRE: 13	8	CMR: 5, (20)
PER: 13	8	Action Phases: 2
POWER: 25	75%	Power Pool: 125

Special Stuff

Claw (X2) (2d8 + 1d6), Bite (2d8 + 1d8), Tail (2d8 + 1d6), Wing (2d8 + 1d6). Fly (20 CMR). Stealth. Druis (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (1st Order Shapeshift at will). Magick Sense. Necromancy (as 5th Level Necromancer).

Explanations

The scrubs of The Pit, the Minor Demon is nothing more than a tiny Imp, massing no more than fifty pounds. What it lacks in size, however, it more than makes up for in sheer ferocity—not to mention sheer lunacy, as they tend to be just a bit touched in the head, even for demons. They find humor in excreting their bodily fluids at the most inappropriate moments, and their behavior is just a cut above that found in the most hardcore inmates of most loony bins.



LESSER DEMON

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 16	5	Kill Factors: 7
SPD: 14	7	Hit Points: 105 (\pm 1d20)
DEX: 14	7	AP: 10
CON: 15	6	AV: 11
WILL: 10	11	DV: 11
INT: 10	11	Loot: Little
PRE: 14	7	CMR: 6, (25)
PER: 14	7	Action Phases: 2
POWER: 35	65%	Power Pool: 245

Special Stuff

Claw (X2) (2d10 + 1d6), Bite (2d10 + 1d8), Tail (2d10 + 1d6), Wing (2d10 + 1d6). Fly (25 CMR). Stealth. Druis (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (1st Order Shapeshift at will). Magick Sense. Necromancy (as 7th Level Necromancer).

Explanations

Approximately the size of an average Human, the Lesser Demon is a step above the Minor Demon in the demonic hierarchy, yet it still lacks the honor of a personal name. Lesser Demons tend to act like overgrown Minor Demons—demented, disgusting, and gross. They do, however, have the intelligence to temper their obnoxious behavior when in the presence of those who are obviously more powerful than they.

**DEMON**

Size: Large

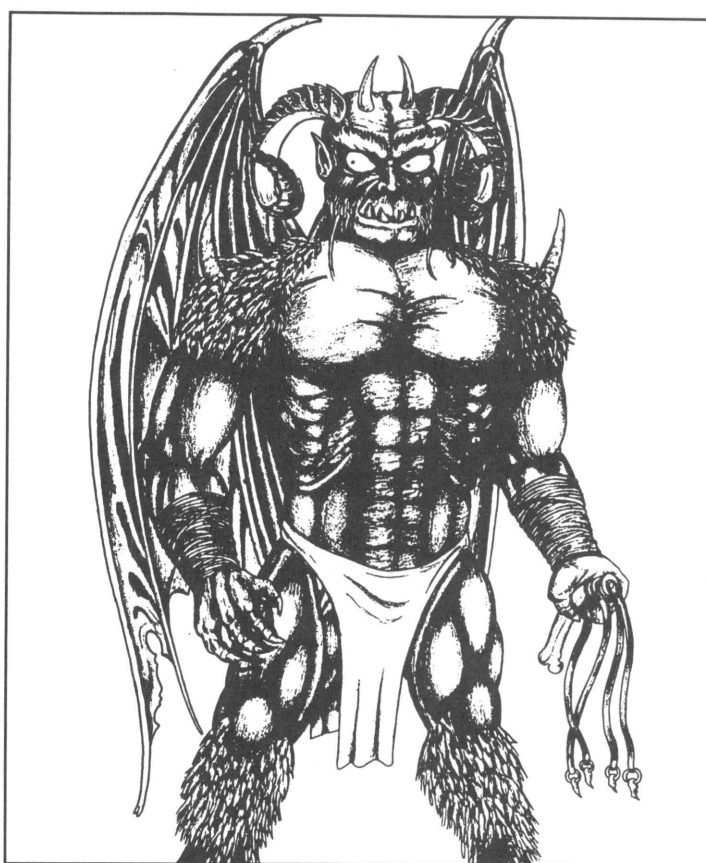
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 17	4	Kill Factors: 10
SPD: 15	6	Hit Points: 160 ($\pm 1d20$)
DEX: 15	6	AP: 15
CON: 16	5	AV: 15
WILL: 12	9	DV: 13
INT: 12	9	Loot: Average
PRE: 15	6	CMR: 7, (30)
PER: 15	6	Action Phases: 3
POWER: 50	50%	Power Pool: 500

Special Stuff

Claw (X2) (2d12 + 1d6), Bite (2d12 + 1d8), Tail (2d12 + 1d6), Wing (2d12 + 1d6). Fly (30 CMR). Stealth. Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (1st Order Shapeshift at will). Magick Sense. Necromancy (as 10th Level Necromancer).

Explanations

The Demon is the first of the PitSpawn to be worthy of a name, by which it may be personally summoned. Unlike the crude little Minor and Lesser Demons, the Demon is a calculating and crafty creature. With its formidable combination of physical and magickal attacks, the Demon is more than capable of sowing widespread havoc, and it is only the most foolish who would dare to summon it without proper preparation.

**GREATER DEMON**

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 18	3	Kill Factors: 15
SPD: 15	6	Hit Points: 255 ($\pm 1d20$)
DEX: 15	6	AP: 20
CON: 17	4	AV: 20
WILL: 14	7	DV: 15
INT: 14	7	Loot: Lots
PRE: 16	5	CMR: 8, (30)
PER: 16	5	Action Phases: 4
POWER: 75	25%	Power Pool: 3,750

Special Stuff

Claw (X2) (3d10 + 1d8), Bite (3d10 + 1d10), Tail (3d10 + 1d8), Wing (3d10 + 1d8). Fly (30 CMR). Stealth. Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (1st Order Shapeshift at will). Magick Sense. Necromancy (as 15th Level Necromancer).

Explanations

In the endless legions of night, the Greater Demon commands respect worthy of its station. Like the Demon, it has a personal name, though it is only the most powerful of spellcasters who would dare to name it such. The appearance of a Greater Demon can baffle all but the most powerful (or most foolish) mortals, as it is usually summoned but for one purpose: death!



VALKYDRI

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 18	3	Kill Factors: 16
SPD: 20	5%	Hit Points: 288 (\pm 1d20)
DEX: 20	5%	AP: 10
CON: 18	3	AV: 26
WILL: 15	6	DV: 24
INT: 14	7	Loot: Greedy
PRE: 17	4	CMR: 33, (99)
PER: 19	2	Action Phases: 4
POWER: 80	20%	Power Pool: 4,800

Special Stuff

Claw (X2) (3d10 + 1d8 + Wounding, as per the Tome), Bite (3d10 + 1d8), Tail (3d10 + 1d6), Wing (3d10 + 1d8). Fly (99 CMR). Stealth (1 Mod). Silent Strike. Stalking (1 Mod). Ambush. Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (1st Order Shapeshift at will). Magick Sense. Necromancy (as 16th Level Necromancer).

Explanations

With its speed, stealth, and vicious death-dealing abilities, the Valkydris is truly one formidable opponent. Its nine-inch claws inflict Wounding with every successful hit, and it enjoys to employ them in concert with its Silent Strike. The first of the “elite” Demons, the Valkydris typically is employed for missions that require spying or clandestine assassination. If the term “clandestine” can be applied to a victim’s bloody, cruel, withering disembowelment, that is...



N'GOTHRAI

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 18
SPD: 16	5	Hit Points: 324 (\pm 1d20)
DEX: 16	5	AP: 25
CON: 18	3	AV: 24
WILL: 15	6	DV: 19
INT: 15	6	Loot: Greedy
PRE: 18	3	CMR: 10, (33)
PER: 18	3	Action Phases: 4
POWER: 90	10%	Power Pool: 7,200

Special Stuff

Claw (X2) (5d10 + 1d8), Bite (5d10 + 1d8), Tail (5d10 + 1d6), Wing (5d10 + 1d8). Fly (33 CMR). Stealth (1 Mod). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (1st Order Shapeshift at will). Magick Sense. Necromancy (as 18th Level Necromancer). Anti-Life Aura (Inflicts 15 Hit Points of dmg. to all souls within an 18' Radius; subtracted on Phase 1 of every Combat Round, No Save, only Immortals and those with 1 or more points in their Anti-Life Code are immune).

Explanations

Often referred to as “ambassadors of the Anti-Life,” the N'Gothrai spread terror in the hearts of all things good when they appear—and then they toast them to little black soul-shards, as their unholy Anti-Life Aura destroys all who oppose The Dark Earth! They are truly elite, and are worshiped as “Dark Angels” by those of The Dark Earth.



NEXAR

Size: Huge

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Kill Factors: 20
SPD: 18	3	Hit Points: 380 (\pm 1d20)
DEX: 18	3	AP: 30
CON: 19	2	AV: 28
WILL: 16	5	DV: 23
INT: 16	5	Loot: Greedy
PRE: 19	2	CMR: 10, (40)
PER: 19	2	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

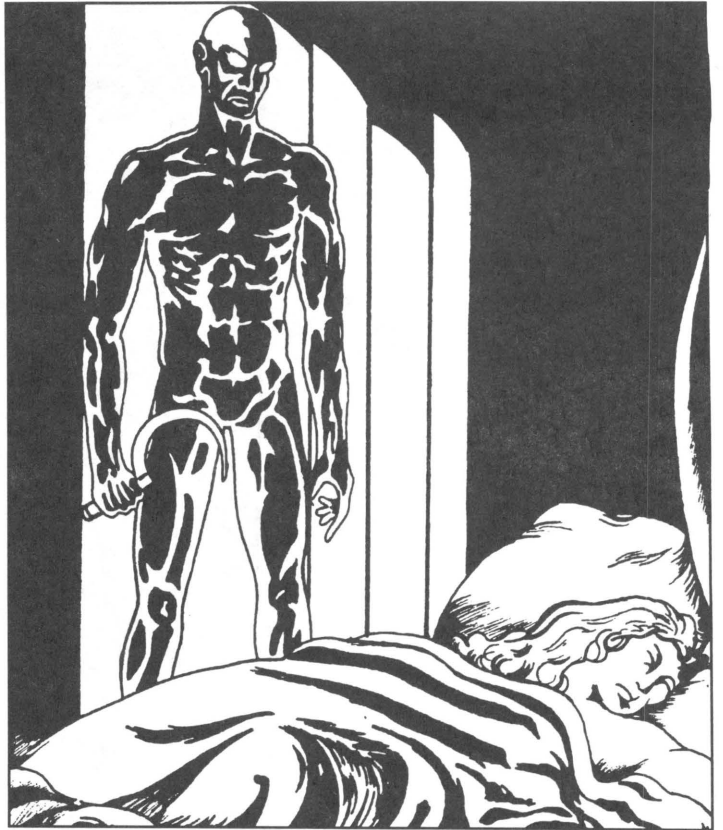
Claw (X4) (6d10 + 1d8), Bite (6d10 + 1d10), Tail (6d10 + 1d8), Wing (6d10 + 1d8). Soul Feast (Piercing, Save vs. Power at - 50% or single victim's soul is ripped apart and consigned to Chthon; success equals temporary Pulse). Fly (40 CMR). Stealth (1 Mod). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (1st Order Shapeshift at will). Magick Sense. Necromancy (as 20th Level Necromancer).

Explanations

Superior to the N'Gothrai, the Nexar radiates a terrible aura of Void energies called the "Soul Feast," for it devours the souls of all those who oppose The Pit. The Nexar may employ this horrid power at will, and with no expenditure of personal Power. The Nexar enjoys a special place in the dark legions of Chthon, and is viewed with respect by the Nebular and even the Demon Lords, who often employ the Nexar as their special emissaries of darkness.



Chaliklak



Darglax



Darkesha



Demonfang



Denak

Lythia

Syndar

Jadwin

Morgg

Valorek

Kytheria

Pindar

Ygron

THE NEBULAR

The Nebular are a maximum of 13 in the service of Chthon. Each of the 13 Nebular is a Deific God in every right, although it is not quite as powerful as its more powerful brethren, the mighty Demon Lord. Every Nebular commands the powers and epithets of a separate "sphere of influence," such as "Ygron, Lord of Darkness," or "Lythia, Lady of Lust." It should be noted that the summoning of a Nebular is no mere casual affair, as each and every Nebular is a fierce and proud Immortal who is worshiped as a "god" by a huge host of dark servants, the vast majority of whom will see fit to avenge to the death any "slight" of their dark god.

As such, it is wise to summon forth and to task the dark forces of the Nebular for purposes strictly related to that particular Nebular's own realm of influence, as any "cross-purposed" summoning will be dealt with by the Nebular in the most cruel possible manner.

The Nebular are as follows:

<u>Nebular</u>	<u>Sphere Of Influence</u>
<i>Chaliklak</i>	The Midnight Realm
<i>Darglax</i>	Nightmares
<i>Darkesha</i>	Magick
<i>Demonfang</i>	Cannibalism
<i>Denak</i>	Dead
<i>Jadwin</i>	Assassination
<i>Kytheria</i>	The Hunt
<i>Lythia</i>	Lust
<i>Morgg</i>	Senseless Destruction
<i>Pindar</i>	The Fallen
<i>Syndar</i>	Deception
<i>Valorek</i>	Night
<i>Ygron</i>	Darkness

Note: We've indicated the "females" ("Ladies" as opposed to "Lords") with italics.

Nebular Special Powers

In addition to those already listed, each Nebular has the following Deific God Special Powers:

First Primal
The Sight
Mindtouch
Spellthought
True Regeneration
Sphere
Link With Sphere
Avatar Creation

CHALIKLAK

Immortal Realm: Deific God

Professions: Witch

Levels: 35th

Sex: F

Height: 12'

Weight: 4,000 lbs.

Attributes

STR: 30

SPD: 40

DEX: 40

CON: 20

WILL: 19

INT: 19

PRE: 20

PER: 30

POWER: 100

Save

4%

3%

3%

5%

2

2

5%

4%

n/a

Combat Stats

Hit Points: 700

AP: 30

AV: 65

DV: 63

Loot: Hoarder!!!

CMR: 18, (35)

Action Phases: 6

Power Pool: 10,000/25,000

Primal: 6,666

Special Stuff

Claw (X4) (6d10 + 1d12), Bite (6d10 + 2d8 + Aqua Mortis venom). Telekinetic Flight (35 CMR). Stealth (4 Mods). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense.

Necromancy (as a 35th Level Necromancer). Web Crawling (at 1X CMR). Climbing (5 Mods). Web Generation (webs have AP 10).

Explanations

Chaliklak is the patron mother of The Midnight Realm. Viewed by her worshippers as a terror of crawling darkness, she prefers the physical form of an oversized Arachnoid with which to fully implement her reign of terror. As patient as the spider she resembles, she carefully weaves and crafts the doom which awaits those who dare to cross her extremely venomous path.

The daughter of Omm (see "The Demon Lords"), Chaliklak enjoys the protection of her father, which allows her a certain degree of freedom while dealing with her fellow Nebular (and even with some of the Demon Lords themselves). She exploits this as often as she can get away with it, as she plans to rise in rank from a mere Nebular to the rank of Demon Lord as rapidly as she can.

Her ambitions are shared, naturally, by her followers, who follow her expansionist dogma to the letter, building one temple after another and converting as many followers to her dark designs as they can.

She shares with her father the sign of the Arak, and all of her chosen must wear it at all times upon their person. Since items can and often are lost or misplaced, however, many of her more fervent devotees choose to tattoo themselves with her sign, often on the face, near the corner of the eye.

Chaliklak is worshiped primarily by the Mokarr, who place her very high in their warped dark pantheon of Chthonic gods. And while some of the Arachnoids worship her, not all do, for not all of them share in her dark beliefs, though even the most enlightened of them hold some small measure of respect, or perhaps even fear, for her.

Creatures Of The Pit

DARGLAX

Immortal Realm: Deific God

Professions: Witch

Levels: 30th

Sex: M

Height: 7'

Weight: 140 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Hit Points: 600
SPD: 30	4%	AP: 10
DEX: 20	5%	AV: 40
CON: 20	5%	DV: 40
WILL: 20	5%	Loot: Hoarder!!!
INT: 19	2	CMR: 12, (30)
PRE: 20	5%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/20,000
POWER: 100	n/a	Primal: 333

Special Stuff

DreamThief (PD: 3; see below). Telekinetic Flight (30 CMR). Stealth (4 Mods). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as a 30th Level Necromancer).

Explanations

The Lord of Nightmares, Darglax employs a special "psychic" sickle, DreamThief, with which he steals the dreams of his chosen victims. Though it does no physical damage, this Artifact grants the dreams to Darglax, which he can then employ for his own sinister purposes, or simply warp them back into the victim's brain as horrid nightmares (as per the Witchcraft spell, "Dreamwalk").

Cold and aloof, Darglax will deal with mortals but for one price: their dreams. This is the reason why his cult is expanding so rapidly, as few mortals can comprehend the true danger of granting their supposedly harmless dreams to the Prince of Nightmares.

Those who aware of the true price, however, are most loathe to bargain with Darglax, who can and will bend, warp, and otherwise transform the essence of their dreams unto the stuff of nightmares.

The temples of Darglax are few and far between, though those few that exist are opulent, palatial, and exquisite to behold, as they must be conducive to a "sleeping chamber" ideal, which is the best way to induce sleep, and, perchance, dreams.

Most but not all devotees of Darglax are Witches of the darker sort, whose original natures have been corrupted by his foul presence within their dreams. The sickle is their sign and seal, and few of his truly devout will be without ready access to one.

DARKESHA

Immortal Realm: Deific God

Professions: Archimage

Levels: 30th

Sex: F

Height: 6'4"

Weight: 140 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Hit Points: 570
SPD: 20	5%	AP: 10
DEX: 20	5%	AV: 40
CON: 19	2	DV: 40
WILL: 20	5%	Loot: Hoarder!!!
INT: 20	5%	CMR: 10, (30)
PRE: 20	5%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/20,000
POWER: 100	n/a	Primal: 777

Special Stuff

Archimage. Telekinetic Flight (30 CMR). Stealth (1 Mod). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as a 30th Level Necromancer).

Explanations

The Dark Mistress of Magick, Darkesha is the patron mother of magicks. Her ranking as an Archimage entitles her to all the realms of magick, and her grimoires are replete with all known mortal magicks.

Darkesha's priests are often those who are spellcasters of great power, especially those with an inclination toward the darker magicks. She will personally guide and instruct along her dark part those who show true promise, often granting them knowledge of unique magicks in return for their eternal souls.

Her temples are often in the form of towers, replete with stores of books, tomes, and grimoires, and more often than not with a staff of learned scholars, sages, and librarians to manage the facilities. Her temples are protected by all manner of magicks, creations, and golems, however, and are not at all open to the uninitiated or to the casual trespasser, who will often die a most horrible death for his transgressions.

The soulstone is her sign and seal, and her most faithful will carry at least one of them on their person at all times. It is said that Darkesha has many unique variations of magicks which deal with the enchantment and artifice of soulstones, and that the gods themselves sometimes call upon her dark powers to artifice for them a custom-designed soulstone of terrible design.

As the patron of dark magicks, Darkesha is willing to negotiate with any who would entreat with her, provided that they give her a gift of an original spell, an interesting magick item, or the ubiquitous soulstone. Those who fail to please her will be added to her immense collection of soulstones.

Creatures Of The Pit

DEMONFANG

Immortal Realm: Deific God
Professions: Necromancer
Levels: 30th

Sex: F
Height: 6'7"
Weight: 110 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 900
SPD: 20	5%	AP: 30
DEX: 20	5%	AV: 40
CON: 30	4%	DV: 40
WILL: 17	4	Loot: Hoarder!!!
INT: 18	3	CMR: 10, (30)
PRE: 30	4%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/20,000
POWER: 100	n/a	Primal: 333

Special Stuff

Cannibalism (see below). Claw (X2) (6d10 + 1d12), Bite (6d10 + 2d8), Telekinetic Flight (30 CMR). Stealth (2 Mods). Druus (Level 2). Demonic Telepathy. Cannibalistic Regeneration (1 HP regained: 1 HP eaten). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 30th Level Necromancer).

Explanations

Demonfang is the queen mother of all cannibals, and anything that lives is on her grotesque menu.

Physically, she is utterly repulsive. Maggots writhe in her flesh, cockroaches scuttle in and out of her orifices, and flies nest in her filthy, blood-matted hair. She reeks of The Pit, and her constant moaning is like that of an unhappy inhabitant of Bedlam.

Her very presence is a curse unto itself. In fact, any being struck for even 1 point of damage by her is subject to her curse of cannibalism, and they will view in horror as their Sanity shoots up to 20, with a Total Manifestation of Cannibalism to call their own, unless they make a special Power Save at -30%.

The temples of Demonfang are places where the screams of those being devoured alive torment the air. They are unclean places, and generally are roamed by some members of the Undead, with whom Demonfang shares certain tastes. It should be noted that even the most wicked beings will sometimes balk at entering one of her holy places, for evil cannot survive when it feeds upon itself, and such is the nature of Demonfang and her demented followers.

Demonfang will deal with no one willingly, unless they are willing to let her take one small nibble from them. As such, her cult is composed almost exclusively of cannibals, and her holy feasts are a terror to behold. Few, if any, sane sentients will deal with her or her followers, if not for the obvious reasons, then for the fact that she quite often (and quite randomly) sends hordes of her ravenous devotees out on indiscriminate feeding frenzies in her dark name.

DENAK

Immortal Realm: Deific God
Professions: Necromancer
Levels: 35th

Sex: M
Height: 8'7"
Weight: 400 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Hit Points: 700
SPD: 30	4%	AP: 35
DEX: 20	4%	AV: 45
CON: 20	4%	DV: 43
WILL: 20	5%	Loot: Hoarder!!!
INT: 20	5%	CMR: 20, (35)
PRE: 30	4%	Action Phases: 6
PER: 30	4%	Power Pool: 10,000/25,000
POWER: 100	n/a	Primal: 7,000

Special Stuff

Judge Souls (see below). Telekinetic Flight (35 CMR). Stealth (4 Mods). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 35th Level Necromancer).

Explanations

Denak, the patron of the newly-dead, judges those souls who find their way to The Pit.

With but a glance of his thrice-damned eyes, Denak will know the entire fate of a being, and will use this knowledge to assign the soul its proper eternal task in The Pit. There is no Save, although no servant of The Good Earth or The Cause may be so judged.

Few who have dared to meet the gaze of Denak can recall his physical form, save for his eyes. Those rare few who have managed to retain their sanity in his presence note that, within the roils of dark robes that hide his form, there seems to be a skeletal body; the bones as black as soot. His eyes, however, dominate all remembrance of his form, for from them reflects the inner souls of all whom he views, and few can bear to witness in depth the darkness of their own corrupt and twisted souls.

Denak's temples are few in number, for his power stems from his station, not from the number of his worshipers, nor from their dark fervor. All who pay homage to the dark creatures of The Pit, however, pay Denak homage as well, for it is he who guides them to their ultimate, and most final, destiny.

As neutral-minded as a being of his station may be, Denak will deal on fairly even terms with any Necromancer. He will, however, use his gaze upon any who summon him, and he may bargain at an advantage with this knowledge if it suits his purposes to do so.

JADWIN

Immortal Realm: Deific God
Professions: Mystic Assassin
Levels: 30th

Sex: M
Height: 5'4"
Weight: 135 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Hit Points: 600
SPD: 30	4%	AP: 30
DEX: 30	4%	AV: 50
CON: 20	5%	DV: 50
WILL: 30	4%	Loot: Hoarder!!!
INT: 19	2	CMR: 15, (30)
PRE: 20	5%	Action Phases: 6
PER: 30	4%	Power Pool: 10,000/20,000
POWER: 100	n/a	Primal: 900

Special Stuff

Wyrmspawn. Telekinetic Flight (30 CMR). Stealth (4 Mods). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 30th Level Necromancer).

Explanations

The dark lord of the canvass of black, Jadwin is a mystery even to his worshippers and fellow PitSpawn.

A former Mokarr Mystic Assassin, Jadwin was an accomplished practitioner of Mysticism, his command of the arts respected by his fellow Mokarr. However, it was his puissant skill at the painting of the canvass of black which brought him his dark fame, and his ultimate notice by Chthon herself, who elected to bring him unto her fold.

As Wyrmspawn, Jadwin is a complete master of Black Wyrms, and it is through his mastery of this art that he accomplishes the seemingly impossible assassinations which are his trademark. Although he prefers to dispatch with his chosen victims with naught but his bare hands, he is not above employing his Pit-ordained powers to dispose of his most potent foes.

The temples of Jadwin are in the style of the Black Wyrms dojo, and are the home to several different orders of Mystic Assassins, who pay him homage. No outsiders are welcome within, and any transgression is dealt with by the members of the dojo in the most cruel fashion possible.

Jadwin will deal fairly with any Mystic Assassin or practitioner of Black Wyrms in exchange for the gift of a new Black Wyrms discipline. Often, he will return the favor by training the one who makes the gift in a unique Black Wyrms discipline, or by painting a canvass of black for a single victim of the summoner's request. However, for those who are not of The Wyrms, he will demand a sacrifice of 1,000,000 Stars per Level of his intended victim, payable in advance of his hearing the intended victim's name. And if Jadwin does not like what he hears, he will kill the victim, then return to kill the one who dared to summon him. While the price is steep, it should be noted that Jadwin has never failed.

KYTHERIA

Immortal Realm: Deific God
Professions: Stalker
Levels: 30th

Sex: F
Height: 7'2"
Weight: 350 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 900
SPD: 20	5%	AP: 30
DEX: 30	4%	AV: 50
CON: 30	4%	DV: 48
WILL: 18	3	Loot: Hoarder!!!
INT: 19	2	CMR: 18, (30)
PRE: 20	5%	Action Phases: 6
PER: 30	4%	Power Pool: 10,000/20,000
POWER: 100	n/a	Primal: 250

Special Stuff

Telekinetic Flight (30 CMR). Stealth (3 Mods). Stalking (4 Mods). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 30th Level Necromancer).

Explanations

A former Golgothan mortal, Kytheria now plies her endless hunt for skulls from the stinking depths of The Pit itself.

The skull is her symbol and her pride, and it is with great honor that she beheads her chosen victims and claims her prize. All of her devotees employ the skull as their symbol, while many of her more fervent servants actively hoard skulls; the better to glorify her dark name, as well as to attest to their own skills in the hunt.

All of Kytheria's temples are in the shape of a skull. In fact, quite often they are constructed of real skulls, gathered by her followers and donated in her name. The grounds of her temples are dedicated to honing the skills necessary for the hunt, and they often resemble military training facilities instead of the temples that they truly are. And while she herself is a former Golgothan, there is no prejudice in her order. The only determinant in the rise to the top is one's ability to collect skulls.

As honorable as something of The Pit could ever hope to be, Kytheria loathes Jadwin and his shadowy methods, and would like nothing better than to see his skull added to her collection. There is constant friction between their followers, and there is often a state of undeclared war between the two.

Kytheria loathes being summoned for anything other than the hunt. She will deal only with those who sacrifice 1,000 pristine mortal skulls to her. Any less, and she will add the summoner's skull to her throne of skulls, which sits deep within the Hill of the Skull in The Pit.

Obviously, Kytheria will keep the skull of any of her victims, and she will destroy any summoner who dares even to suggest that she do otherwise.

LYTHIA

Immortal Realm: Deific God
Professions: Witch
Levels: 35th

Sex: F
Height: 6'1"
Weight: 135 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Hit Points: 700
SPD: 20	5%	AP: 35
DEX: 20	5%	AV: 45
CON: 20	5%	DV: 45
WILL: 18	3	Loot: Hoarder!!!
INT: 20	5%	CMR: 10, (35)
PRE: 40	3%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/25,000
POWER: 100	n/a	Primal: 5,500

Special Stuff

Lust (Will Save to resist only if Will is higher than 17; see below). Seduction (4 Mods). Telekinetic Flight (35 CMR). Stealth (1 Mod). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 35th Level Necromancer).

Explanations

Lythia, the Lady of Lust, uses her power of Lust to match the ideal appearance of beauty to all those who see her.

Any being with less Willpower than she herself has will, in fact, see what Lythia wants it to see, and then her sadistic festival of fun will begin, ending either with the victim's eternal enslavement to her, or with the victim's immediate death.

Lythia has an allegiance with Syndar, whom she finds slightly more than interesting. Their followers typically cooperate with one another, at least so long as their two deities are not in a spat. Generally, Lythia does not care at all about dealing with any of her other fellow dark gods. Her moods, however, change as do her bedfellows.

The temples of Lythia are the most exquisite bordellos known. They are staffed by only her most lustful servitors, both male and female, who often do their work for free, donating their "fees" to the temple, in her name. Her servitors take on all comers, be they of darkness or of light, for all are equal in their lustful eyes. (Although it should be noted that more of the "light" patrons tend to disappear while in their bordellos than those of the darker persuasion.)

Ultimately, only Lust means anything to Lythia. In fact, while money is nice, and worshipers are fun to play with, she will respond only to those summons which invoke her particular, and most personal, interest.

MORGG

Immortal Realm: Deific God
Professions: Warrior
Levels: 40th

Sex: M
Height: 18'
Weight: 5 Tons

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 40	3%	Hit Points: 1,200
SPD: 20	5%	AP: 100*
DEX: 30	4%	AV: 60
CON: 30	4%	DV: 50
WILL: 17	4	Loot: Hoarder!!!
INT: 8	13	CMR: 20, (40)
PRE: 30	4%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/50,000
POWER: 100	n/a	Primal: 15,000

Special Stuff

Physical Warding (takes one-half all non-Artifact physical dmg.) (Claw (X4) (7d10 + 1d12), Bite (7d10 + 2d8), Tail (7d10 + 1d12), Wing (7d10 + 1d12). Telekinetic Flight (40 CMR). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Total Stupidity. Necromancy (as 40th Level Necromancer).

Explanations

Morgg, the Lord of Senseless Destruction, exists to do nothing but smash and destroy, and to do so with extreme prejudice.

There are no extant temples of Morgg, for they have all been smashed to rubble by Morgg himself. His true power derives from the act of senseless destruction itself, and his followers in this most violent cosmos are manifold; their acts of "worship" often unintentional, though always spectacular.

Morgg holds counsel with no one but his brother and fellow god, Ygron, who holds him on an admittedly short leash. And while the other gods will sometimes deal with Morgg for their own dark version of fun and games, they have little or no control over him, and quite often they discover that their schemes have been usurped by Ygron's own hand, and that Morgg has turned against them; their carefully contrived plans demolished before their unbelieving eyes. Perhaps this is why the two are feared by all others.

Due to his Total Stupidity, it is relatively easy to trick Morgg into service, although the risks of dealing with an entity of his chaotic (and stupid) nature should give most pause.

It should be noted that, of all the known races, only the Goblins pay true homage to Morgg, though they do so only in battle-curses or blunt oaths, and then only to impress their victims.

PINDAR

Immortal Realm: Deific God

Professions: Sentinel

Levels: 30th

Sex: M

Height: 7'

Weight: 450 lbs.

SYNDAR

Immortal Realm: Deific God

Professions: Enchanter/Shapeshifter

Levels: 30/30

Sex: F

Height: 6'4"/var.

Weight: 125/var.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 900
SPD: 20	5%	AP: 30/100 (w/armor)
DEX: 20	5%	AV: 40/50 (w/blade)
CON: 30	4%	DV: 38/48 (w/armor)
WILL: 20	5%	Loot: Hoarder!!!
INT: 19	2	CMR: 10, (30)
PRE: 30	4%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/20,000
POWER: 100	n/a	Primal: 665

Special Stuff

Vr-Kak (Shadar Steel Hatefang; +10 AV; +5 DC; 6d10 + 10d10, Doom; PD: 13). Shadar Steel Full Battle Armor (100 AP; +10 DV; Warding vs. Divine Magick; PD: 9). Telekinetic Flight (30 CMR). Stealth (1 Mod). Oratory (1 Mod). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 30th Level Necromancer).

Explanations

Pindar is a former Rellian Dragonslayer who fell from grace and assumed the mantle of darkness. He serves as Chthon's most fervent recruiter, taking particular pleasure in seducing others like his former self unto the path of evil.

Above all, Pindar relishes the act of turning the Rellians from their false god. While the breaking of anyone's established faith and their conversion to Chthon is satisfying for him, there is no more pristine pleasure for him than to actively participate in the downfall of a Rellian Dragonslayer, for within the act lies the irony of ironies, at least according to Pindar.

Temples to Pindar reverberate with the backward, mocking chants of the Rellian dogma. The ankh, the holy symbol of Rel, is worn by Pindar and his followers, but it is worn upside down to humiliate the passion of Rel. The upper tier of power within the temples is reserved for Pindar's own elite converts, many of whom are former Dragonslayers themselves. Shadar Steel Full Battle Armor and Shadar Steel blades will greet those who dare to invade the utter sanctity of their perverse and twisted holy of holies.

With his Chthon-granted blade, Vr-Kak, and his intense suit of armor, Pindar is a formidable foe, and few in The Pit will openly oppose him. Not that they would, in most events, for Pindar is respected by his demonic peers, as least so far as demons and their concept of respect goes. That, and the fact that he will sometimes grant a fellow lord the services of his many black knights, all in the name of the greater glory of Chthon.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20/var.	5%/var.	Hit Points: 900
SPD: 20/var.	5%/var.	AP: 30/var.
DEX: 20/var.	5%/var.	AV: 40/var.
CON: 30	5%	DV: 40/var.
WILL: 19	3	Loot: Hoarder!!!
INT: 19	2	CMR: 10, (30), var.
PRE: 20	5%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/20,000
POWER: 100	n/a	Primal: 700/700

Special Stuff

Shapeshifting (10th Order; most known forms; use up to 8th Order at will). Telekinetic Flight (30 CMR). Stealth (3 Mods). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Magick Sense. Necromancy (as 30th Level Necromancer).

Explanations

The Mistress of Deception, Syndar prefers to combine her Enchantment magicks with her Shapeshifting powers to play fatally wicked mindgames with her chosen prey.

Highly secretive and possibly even downright paranoid, Syndar hides her true form from everyone. In fact, no one but Chthon herself knows her true form, and Syndar will destroy anyone else who dares to discover it. Her most fervent devotees know this, and many of them take the same precautions in their mortal lives.

Secrecy is the key to the temples of Syndar, and few mortals outside her flock are even dimly aware of their locations. Not that such information would matter, for the temples themselves have been enchanted to "vanish" from mortal sight when there is no service to be held, reappearing to mortal eyes only very briefly when it is time to come and go. And while the temples are still technically upon The Prime when hidden, only those with Immortal status can actually perceive them when they are so hidden, and then only if they happen to get lucky.

To Syndar, Lythia is more than a mere friend. Some would even go so far as to call them lovers, but most sages agree that there is no such emotion extant within The Pit. They do, however, have many unspoken pacts and agreements between themselves, and hence, their followers. As such, so long as they're not fighting with one another over some trivial offense, they are considered to be an extremely formidable force within The Pit.

Syndar does not like to deal with summoners at all. She does, however, show a bit more indulgence when it comes to those of the female gender, especially those who are smart enough not to inquire as to her true form.

Creatures Of The Pit

VALOREK

Immortal Realm: Deific God
Professions: Mystic/Vampyr
Levels: 35th/35th

Sex: M
Height: 7'4"
Weight: 185 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 700
SPD: 40	3%	AP: 35
DEX: 20	5%	AV: 45
CON: 20	5%	DV: 45
WILL: 20	5%	Loot: Hoarder!!!
INT: 20	5%	CMR: 25, (35)
PRE: 30	4%	Action Phases: 6
PER: 40	3%	Power Pool: 10,000/25,000
POWER: 100	n/a	Primal: 8,400/8,400

Special Stuff

Vampyr (all powers; see "Races & Freaks"). Telekinetic Flight (35 CMR). Stealth (3 Mods). Druus (Level 2). Demonic Telepathy. True Regeneration (1 HP/Hour). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 35th Level Necromancer).

Explanations

The Lord of the Night, Valorek is Nosferatu incarnate, feeding upon both the hot blood of the living and the cold ichor of the damned.

Valorek's temples are gothic in design and horrifically beautiful to behold. Blood is his holy water, and the midnight sun is his sign. His followers, while not all of the blood themselves, long to become as he: a true Vampyr. However, this rare gift is the provenance of none but the greatest of his servants, and they are barred from doling out the Dark Gift, save by Valorek's own command.

The Blood Feast is a special holy occasion for Valorek and his followers. The night after Thrice Jack's Night, all those who worship the powers of Valorek will gather in his holy places to consecrate their specially selected victims to his glory. It is on this night that those who have been selected to join Valorek in his forever-curse of vampyrism will be brought over to the dark.

Valorek holds particular enmity for Verrin, the self-styled "Lord of Vampyrs" and Shadar Lord. The two and their followers constantly compete with one another, and blood is both spilled and consumed when they cross paths.

Feared by all in The Pit for his lust for blood, Valorek will deal with those who offer him huge blood feasts, as well as with those in whom he perceives the possibility of vampyric greatness. Rarely, Valorek will bestow the Dark Gift upon those who are worthy. The price he exacts for this most precious gift should be obvious.

YGRON

Immortal Realm: Deific God
Professions: Warrior
Levels: 40th

Sex: M
Height: 12'
Weight: 3 Tons

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 40	3%	Hit Points: 1,200
SPD: 30	4%	AP: 40
DEX: 30	4%	AV: 60
CON: 30	4%	DV: 55
WILL: 19	2	Loot: Hoarder!!!
INT: 20	5%	CMR: 20, (40)
PRE: 30	4%	Action Phases: 6
PER: 20	5%	Power Pool: 10,000/50,000
POWER: 100	n/a	Primal: 12,000

Special Stuff

Claw (X2) (7d10 + 1d12), Bite (7d10 + 2d8), Tail (7d10 + 1d12), Wing (7d10 + 1d12). Telekinetic Flight (40 CMR). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 Hit Point per Phase). Inventor. Interrogation (3 Mods). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 40th Level Necromancer).

Explanations

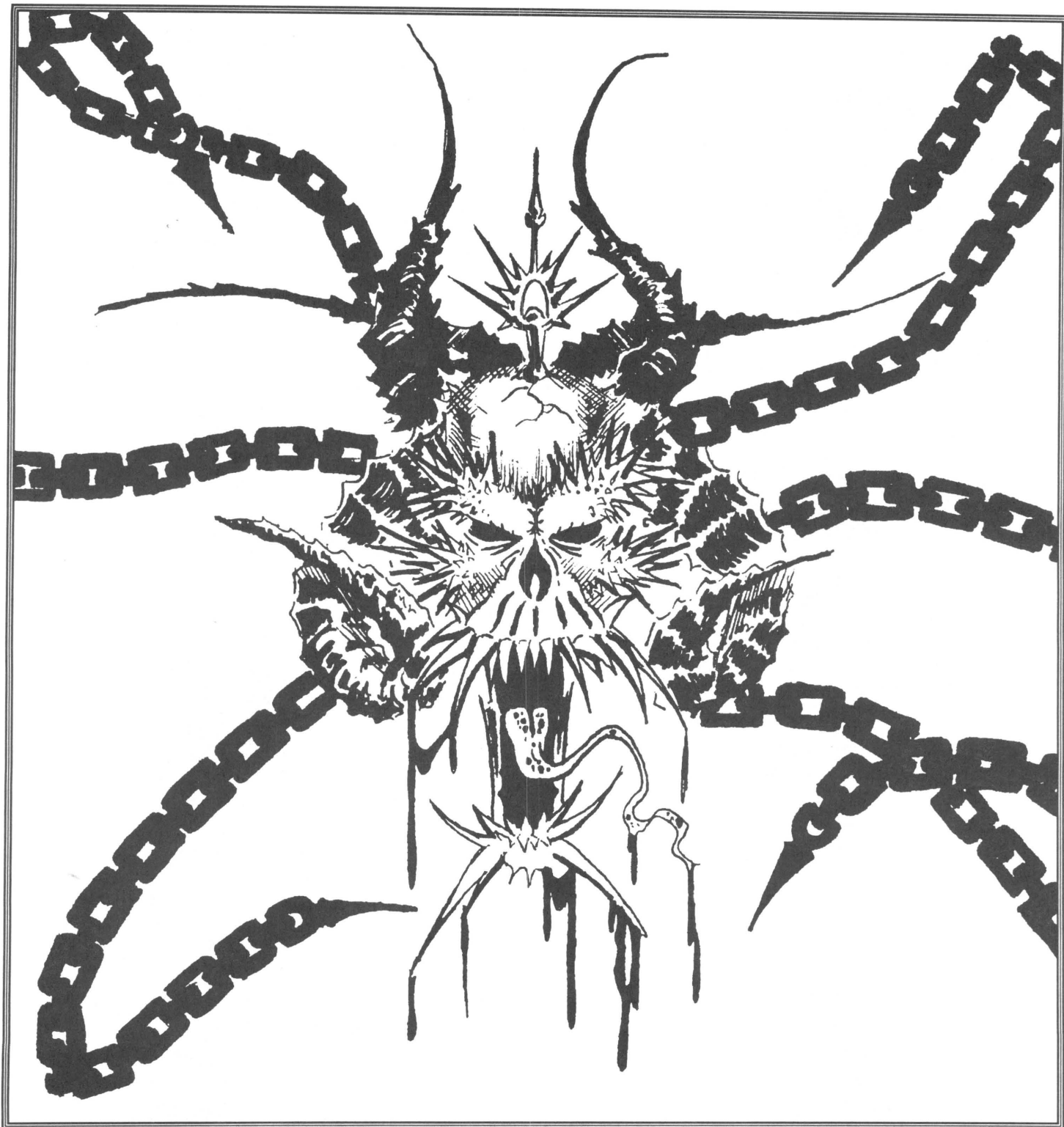
The younger brother of Morgg, Ygron rules where darkness dwells in the souls of the living.

Ygron's dark appetites are legendary, and he prefers giving rather than receiving, though few sane mortals enjoy his sadistic "gifts." His temples are established as dungeons or as sado-masochistic pleasure houses, where torturers and victims both ply their hateful trade all night long, chanting his praises the whole time.

Unlike his brain-dead sibling, Ygron is calculating and crafty. He enjoys inventing new torture techniques, many of which he causes Morgg to endure when Morgg is bad. Horribly enough, Ygron will sometimes clandestinely manifest upon The Prime to view a particularly grisly torture session, then reward all present with something which all can savor to their graves.

He will deal willingly only with those who will submit themselves to his particular devotions for the night, or with those who dare to invent and gift to him a new supreme torture technique.

Ygron is the only creature of The Pit capable of direct control over Morgg, although even he exercises his control with no small measure of caution. Ygron will often use Morgg as he uses one of his torture tools, often for much the same ends, and Morgg is usually too chaotic, or perhaps simply too stupid, to care.





Chthonius

Gabriel

Vash Dakh

Vhoolok

Zakros

Omm

Thog

Appollyos

Annapurna

DEMON LORD

The mighty Demon Lord is the greatest of the Chthonian Demons, holding the eponymous rank of a true Demon God. They will often employ weapons of greater status, up to and including Artifacts.

There are 9 Demon Lords. Each one of the 9 is the ruler of a separate sphere of influence. Each of the 9 is a fully Immortal Deific God. Thus, any "summoned" Demon Lord will be nothing more than an Avatar (as per "The Immortal Rules" in **SenZar**).

<u>Demon Lord</u>	<u>Realm/Sphere Of Influence</u>
<i>Annapurrna</i>	The Void
<i>Appollyos</i>	Fire
<i>Chthonius</i>	The Crow
<i>Gabriel</i>	The Pit
<i>Omm</i>	Time/Spiders
<i>Thog</i>	Hate
<i>Vash Dakh</i>	Death
<i>Vhoolok</i>	The Damned
<i>Zakros</i>	War

* As per the Nebular, we've indicated the "female" Demon Lords with italics.

Demon Lord Special Powers

In addition to those already listed, each Demon Lord has the following Deific God Special Powers:

First Primal
The Sight
Mindtouch
Spellthought
True Regeneration
Sphere
Link With Sphere
Avatar Creation

ANNAPURRNA

Immortal Realm: Deific God

Professions: Battlemage/Sorcerer

Levels: 50th/50th

Sex: F

Height: 6'7"

Weight: 385 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 1,500
SPD: 40	3%	AP: 50
DEX: 30	4%	AV: 70
CON: 30	4%	DV: 68
WILL: 30	4%	Loot: Hoarder!!!
INT: 30	4%	CMR: 20, (50)
PRE: 40	3%	Action Phases: 7
PER: 30	4%	Power Pool: 10,000/100,000
POWER: 100	n/a	Primal: 130,000/130,000

Special Stuff

Void Attack (at will, one victim; if Power is 100 or less, then damned to Void; 100 points otherwise). Telekinetic Flight (50 CMR). Stealth (1 Mod). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as a 50th Level Necromancer).

Explanations

The Demon Goddess of The Void, Annapurrna, a former Shadar Lord, takes cruel delight in consigning her victims to The Void, where she herself was consigned at the end of The Fourth Age by Rel himself for her allegiance with Lord Valthrustra and his Shadar minions.

Physically, Annapurrna prefers the form of a large black Tygor. Flowing robes and a black cowl hide all but her face, and her feral Hellfire-green eyes. Few who get close enough to see them live to describe them, however.

The Void Attack of Annapurrna is both fearsome and fatal to behold. She can choose to manifest it from any part of her form, though she prefers to employ it through her mouth, roaring The Void upon her chosen victim. This special attack costs no Power to use, and use it she will, especially upon any who bear upon their persons the sign of Rel.

Her temples are trapped in black, and each one contains specially artificed gateways which lead to The Void. In addition to the usual Necromancers and dark servitors who infest her wicked temples, there is always a competent squad of ShadowHawk-trained Battlemages on hand. Also, it is said that she counts many unusual Shadar-inspired creatures as her allies, and that an assault against any of her temples is much akin to entering The South Tower in Zengara, alone, naked, and unarmed.

As one can divine from her origins, Annapurrna loathes all things of Rel. She will deal favorably with those who share her feelings of consigning all things of Rel to The Void, where they truly belong.

APPOLLYOS

Immortal Realm: Deific God
Professions: Battlemage
Levels: 60

Sex: M
Height: 18'
Weight: 5 tons

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 2,000
SPD: 40	3%	AP: 60
DEX: 40	3%	AV: 90
CON: 40	3%	DV: 80
WILL: 20	5%	Loot: Hoarder!!!
INT: 20	5%	CMR: 20, (60)
PRE: 30	4%	Action Phases: 7
PER: 30	4%	Power Pool: 10,000/200,000
POWER: 100	n/a	Primal: 220,000

Special Stuff

Hellfire & Damnation (10th Order Hellfire attack; up to 10th AOE; at will, with no Power necessary; immune to Hellfire). Telekinetic Flight (60 CMR). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 60th Level Necromancer).

Explanations

The master of Hellfire, Appollyos is a total pyromaniac, inflicting Hellfire damage on anything and everything, just to watch it burn.

His Chthon-granted power of Hellfire & Damnation grants him formidable death-dealing capabilities, and, as such, only the most powerful summoners should dare to face his soul-consuming wrath. For if it burns, it dies, at least so long as Appollyos is present.

His temples and his followers share one thing in common: a love of fire. Temples consecrated to Appollyos will always be found near a natural source of heat, such as a volcano, and will never grow cold. Of course, that's probably because the cordwood that stokes the ever-burning pyres of his temples is in truth nothing less than the bodies of those who are sacrificed in his name.

Appollyos dwells alone in the caldera of Mt. HellFyre in The Pit, wherein Hellfire burns for 1,000 points of damage per Phase, at all times. Few, if any, have ever dared its fiery depths and returned to tell the tale.

He will deal readily with those who share his love of fire, provided that they make a suitable, and most fiery, sacrifice in his name. In fact, it is rumored that he will perform some tasks for free, provided that the summoner forevermore swear himself to the unholy cause of burning everything that he possibly can get away with burning. (Or, alternately, by raising one's Sanity Karma to a "20" with a Total Manifestation in Pyromania. That'll do it every time, at least so far as the flame-happy Appollyos is concerned.)

CHTHONIUS

Immortal Realm: Deific God
Professions: Necromancer
Levels: 70

Sex: M
Height: 7'
Weight: 210 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 2,800
SPD: 40	3%	AP: 70
DEX: 30	4%	AV: 90
CON: 40	3%	DV: 88
WILL: 40	3%	Loot: Hoarder!!!
INT: 30	4%	CMR: 35, (70)
PRE: 50	2%	Action Phases: 7
PER: 30	4%	Power Pool: 10,000/300,000
POWER: 100	n/a	Primal: 333,333

Special Stuff

The Void Gaze (must make attack roll, one victim ceases to exist; if less Primal than Chthonius, then No Save; if more, then no effect). Telekinetic Flight (50 CMR). Stealth (1 Mod). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 70th Level Necromancer).

Explanations

A particular favorite of Chthon, Chthonius embodies the essence of the crow in its personification as the harbinger of ultimate destruction.

With the awesome, soul-eradicating power of his Void Gaze, Chthonius is justly feared by all within his eldritch purview. By gaze alone, he can totally eradicate any being, mortal or Immortal, so long as the chosen victim has less Primal than he himself does. And a mere glance at his Primal indicates that he could, if he so chose, eradicate most things that he encounters. One may attempt to dodge this attack, of course, but Chthonius can launch it as many times as he desires, and eventually even the most competent will fail to avoid his deadly gaze. Alas, rumors abound that the dark harbinger of doom must have the special permission of Chthon herself to employ this most potent power, save in times of the utmost urgency, such as in defense of his own accursed life.

There are few temples dedicated exclusively to Chthonius, though many of the temples of his brethren include him in their dark litanies and prayers; for there is almost always room in their dark beliefs, however specific, for such a bringer of ultimate doom. As such, Chthonius enjoys not only a semi-parasitic deific existence, but also the semi-patronage almost all of the lords of The Pit, who probably feel it better to grin and bear it than to openly confront one who could possibly snuff them totally out of existence.

It is rumored that Chthonius was spawned by Chthon herself, though Chthonius claims to have once been a full Shadar Lord, second only to Lord Valthrustra himself. However bold this statement may be, it is a fact that Chthonius and Annapurna share a close, perhaps even quite personal, relationship.

Creatures Of The Pit

GABRIEL

Immortal Realm: Deific God
Professions: Archimage
Levels: 90th

Sex: M
Height: 7'7"
Weight: 333 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 40	3%	Hit Points: 4,500
SPD: 50	2%	AP: 90
DEX: 40	3%	AV: 120
CON: 50	2%	DV: 118
WILL: 50	2%	Loot: Hoarder!!!
INT: 50	2%	CMR: 25, (90)
PRE: 50	2%	Action Phases: 8
PER: 50	2%	Power Pool: 10,000/500,000
POWER: 100	n/a	Primal: 666,666

Special Stuff

The Dark Thon (Soul Domination, see below; Mystic Summons; PD: 10,001). Archimage. Telekinetic Flight (90 CMR). Stealth (1 Mod). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 90th Level Necromancer).

Explanations

The Lord of The Pit, Gabriel wields The Dark Thon, with which he can force any creature of The Pit unto his total domination (usurping the special Pact on all creatures of The Pit which Chthon places on all of her servants). Though Gabriel does this only at the direct behest of Chthon herself, the mere threat of its power grants him the unspoken leadership of all things of The Pit, save for Chthon herself.

Gabriel has a personal vendetta against the Nazar Ethans, who take his unholy name in vain whenever they invoke the name of their false god. Though he does not dare to openly oppose them (the ruling elite of Nazar Eth are, after all, quite powerful Immortals, and direct descendants of the mad Eternal, Gabriel), he does go through sometimes maddening lengths to see that any Nazar Ethans who stray from the protection of their island home are tormented by the occasional and sometimes most lethal appearance of some of his most choice servants.

The followers of Gabriel maintain the most beautiful, most opulent, and most powerful temples of all those dedicated to the creatures of The Pit, save for those of Chthon herself. In fact, most, if not all, of his temples are openly known, which makes it all the easier to recruit new followers. The well-known fact that the temples are defended by the chosen of Gabriel himself is often enough to balk even the most foolhardy adventurers, and it is thus that few of them are ever desecrated, let alone assaulted in the first place.

Gabriel rules from The Dark Womb itself, where he is served by innumerable powerful demons. If personally threatened, he is not above forcing all of the most powerful demons and demon gods to defend him. And though not one of the more powerful lords will admit to being, however remotely, a friend of Gabriel, none of them can refuse his power to usurp their very souls to his will.

OMM

Immortal Realm: Deific God
Professions: Archimage/Assassin
Levels: 70/70

Sex: M
Height: 9'9"
Weight: 750 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 40	3%	Hit Points: 2,800
SPD: 50/*	2%/*	AP: 70
DEX: 40	3%	AV: 100
CON: 40	3%	DV: 98
WILL: 40	3%	Loot: Hoarder!!!
INT: 30	4%	CMR: 35, (70), *
PRE: 40	3%	Action Phases: 7/*
PER: 40	3%	Power Pool: 10,000/300,000
POWER: 100	n/a	Primal: 350,000/350,000

Special Stuff

* HyperHaste (at will, per spell, no ill-effects). Telekinetic Flight (70 CMR). Stealth (4 Mods). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 70th Level Necromancer). Claw (X4) (7d10 + 1d12), Bite (7d10 + 2d8 + Aqua Mortis venom). Web Crawling (at 1X CMR). Climbing (5 Mods). Web Generation (webs have AP 100).

Explanations

The father of Chaliklak, Omm is the patron of spiders and time, a bizarre cross-realm Mokarr-inspired designation. He is held in awe by the Mokarr race, who place him near the pinnacle of their bizarre pantheon of dark gods.

All temples of Omm are laid out in the form of a spider, often artifice with crystalline "webs" which serve as walkways, walls, and, of course, intruder-zappers for any who are not initiated unto the mysteries of his faith. They are guarded most zealously by the Mokarr faithful, who often employ technomagickal creatures and devices to an extreme in their defense of their holy of holies. And Omm himself personally wards his temples such that their can be no possible intrusion unto them by means of the Plane of Time (to ward any other temporal power other than himself from entering or leaving, that is; see below).

The Arak is the sign of Omm, and all his worshippers bear it in some form. Many of his higher-ranking disciples often wield specially artifice Araks which allow them to move as does their lord; i.e., as per Haste and its fellow magicks which deal with moving very, very fast. Obviously, these are not the domain of the common acolyte; they are instead reserved for the elite of his temples.

It should be noted that Omm goes out of his way to inflict his hatred upon Humans, whom he loathes with a passion. Especially Rellians, whom he sees as nothing more than the scourge of his Mokarr and Arachnoid faithful. He also loathes any sentients who would dare to intrude upon his self-styled rulership of Time. Perhaps this is why he has endured so much pain and taunting from the Eternals. Especially by one of their fold who dares to call himself, most ironically, The Time Lord.

THOG

Immortal Realm: Deific God
Professions: Sentinel
Levels: 80

Sex: M
Height: 9'
Weight: 1,000 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 40	3%	Hit Points: 3,200
SPD: 30	4%	AP: 80
DEX: 40	3%	AV: 110
CON: 40	3%	DV: 108
WILL: 30	4%	Loot: Hoarder!!!
INT: 20	5%	CMR: 15, (80)
PRE: 50	2%	Action Phases: 7
PER: 30	4%	Power Pool: 10,000/400,000
POWER: 100	n/a	Primal: 450,000

Special Stuff

Hate (Psychic Blade; Mystic Summons; no physical damage; Pact Of Hate, see below; no Save if Primal less than blade's, immune otherwise; PD: 6,666). Telekinetic Flight (80 CMR). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 80th Level Necromancer).

Explanations

A former Demonian Sentinel and member of The Death Horde, Thog is the epitome of Hate itself.

Thog is feared like none other in The Pit, for he is the total thrall of Chthon, and he will do anything to further her dark cause, no matter the consequences. He is the Lancelot in Black, The Pit his dark Camelot. He quests for Darkness itself, and he has never failed to achieve his Chthon-directed goals, however seemingly impossible (not to mention, however seemingly loathesome) they may be.

He has dealings with the remnants of The Death Horde, with whom he has maintained contact through the millennia since his departure from their ranks. Though no member of The Death Horde will openly admit to worshiping anything other than themselves, it is known that Thog has more than one follower among them; for, ultimately, they revere power in all its forms, and power is a commodity which Thog is more than happy to dole out to those who swear their souls to him and/or his dark queen.

Thog is a sponsor and friend to Pindar, within whom he sees the seeds of greatness. He is openly skeptical of Morgg, Syndar, and Lythia, as well as any others who are "questionable" in their devotion to The Dark Earth Mother.

In combat, Thog prefers not to destroy those whose souls may be pressed unto his dark service. With a successful attack, his wicked metaphysical blade, Hate, allows him to force his victim unto a Pact Of Hate, wherein the victim must choose between total destruction of his soul, or eternal enslavement to Thog and his eternal devotion to The Anti-Life (Code shoots up to "20"). Thus, you can die, or serve Thog as his slave, forever...

VASH DAKH

Immortal Realm: Deific God
Professions: Necromancer
Levels: 90

Sex: F
Height: 6'4"
Weight: 110 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 3,600
SPD: 30	4%	AP: 90
DEX: 30	4%	AV: 110
CON: 40	3%	DV: 110
WILL: 50	2%	Loot: Hoarder!!!
INT: 75	1%	CMR: 10, (90)
PRE: 50	2%	Action Phases: 7
PER: 50	2%	Power Pool: 10,000/500,000
POWER: 100	n/a	Primal: 888,888

Special Stuff

Death Pact (cannot truly die, save by Chthon's own command or by expenditure of more Primal than the PD of this Pact; PD: equal to Vash Dakh's current Primal). Telekinetic Flight (60 CMR). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). Magick Sense. Necromancy (as 90th Level Necromancer).

Explanations

Vash Dakh, former wife of Namo, Supreme God Of Magick, was cursed by Chthon for her selfish love of life; never to die, save by The Dark Earth Mother's own command.

In fact, any "death blow" (even on a mere Avatar!) will cause her to vanish to Chthon's side, where she will be scornfully reminded of her Pact, and its eternal price, before Chthon sends her back to her place, where she can contemplate her bitterly ironic fate.

Thus, Vash Dakh is the patron mother of all those who feel that they are accursed, that dark forces rule their lives, and that there is no escape from their ultimate fate to be consigned to The Pit.

Surprisingly, Vash Dakh enjoys a huge following. This may be due to her vast number of years as a divine creature of The Pit as compared to her fellow lords, or this may be due to the vast number of lost souls out there on The Prime. Whatever the case, her temples are numerous, well attended, and well defended. There is also the ironic fact that her ultimate mortal champion has been gifted/cursed as has she, and that this champion cannot truly die, save by her own leave.

As the former wife of the Supreme God Of Magick, Vash Dakh is gifted with an encyclopedic knowledge of both ancient and magickal lore, which she will barter to any black soul for the proper price. She is highly sought after, at least so far as summons are concerned, for there is much truth in the maxim that "in knowledge, there is power." It is said that she will grant the long-hidden secrets of Namo in return for the secret that will enable her to defy Chthon, and grant her a release from her endless curse.

VHOOLOK

Immortal Realm: Deific God
Professions: Necromancer
Levels: 90

Sex: F
Height: 6'1"
Weight: 125 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 4,500
SPD: 40	3%	AP: 90
DEX: 30	4%	AV: 110
CON: 50	4%	DV: 110
WILL: 20	5%	Loot: Hoarder!!!
INT: 30	4%	CMR: 20, (90)
PRE: 40	3%	Action Phases: 7
PER: 40	3%	Power Pool: 10,000/500,000
POWER: 100	n/a	Primal: 555,000

Special Stuff

Pact Of Damnation (allows instant Summons/Binding on all Undead, no Save; PD: current Primal of Vhoolok). Telekinetic Flight (90 CMR). Druus (Level 2). Demonic Telepathy. Mega Regeneration (1 HP/Phase). Shapeshift (2nd Order Shapeshift at will). *Magick Sense*. Necromancy (as 90th Level Necromancer).

Explanations

Thrice-damned by Chthon for her own black sins, Vhoolok serves as a necessary link between the Demons and the Undead, acting as the official "god" of all things Damned, while still being a Demon herself.

The endless legions of the damned pay her homage at The Palace Of Eternal Damnation, where Vhoolok holds court, seated on her throne of writhing souls. All Necromancers must pay her at least token homage, for it is through her power that most, if not all, of the Undead are released unto The Prime.

Her temples are charnel houses, unwholesome black crypts of hellish suffering and eternal damnation. They are populated only by those few who love the dead and the damned, and by her Undead servitors themselves. There are very few willing followers of death and damnation, however, and most of their "faithful" must be forcefully recruited; their ultimate fate, one and all, to be sacrificed to her in ceremonies so blasphemous that not even her fellow Demon Lords can bear to witness them.

It is said that she and Vash Dakh are sisters-in-suffering, and none save Gabriel will openly contest their combined powers. Perhaps this is because few of the Demon Lords can stand to witness her ceaseless practices of both necrophilia and necrophagia; alternately, perhaps it is because she is so physically repulsive and noisesome that not even her favorite flies will lay their maggots in her flesh.

Vhoolok will deal somewhat openly with those who share her fate, her putrid physical form, or her grisly tastes. What she does to those who dare to summon her without sharing in her pain is too blasphemous to comprehend (although it involves the simultaneous use of their mangled body parts for both food and for fun).

ZAKROS

Immortal Realm: Deific God
Professions: Warrior
Levels: 80

Sex: M
Height: 12'
Weight: 2 tons

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 50	2%	Hit Points: 4,000
SPD: 50	2%	AP: 80/180/**
DEX: 50	2%	AV: 120/140*
CON: 50	2%	DV: 118
WILL: 20	5%	Loot: Hoarder!!!
INT: 20	5%	CMR: 33, (80)
PRE: 40	3%	Action Phases: 8
PER: 40	3%	Power Pool: 10,000/400,000
POWER: 100	n/a	Primal: 490,000

Special Stuff

* Harbinger (Psi-Blade; instant Auto-Focus +20 AV; Mystic Summons; Power Word Damn on every hit; +10 DC; Fully Vampiric, 1:1; Doom; 8d10 + 10d10, X3, X4, X5; PD: 10,001).
 ** BioArmor (+ 100 AP; Total Warding vs. all non-Artifact physical damage; Shapeshifts with form; PD: 101). Telekinetic Flight (80 CMR). Druus (Level 2). Demonic Telepathy. Mega Regeneration (10 HP/Phase). Shapeshift (2nd Order Shapeshift at will). *Magick Sense*. Necromancy (as 80th Level Necromancer).

Explanations

The Demon God of War, Zakros has endured for millennia untold, simply because he is devoted to bettering his own combat prowess at all expenses.

His followers are those who wage war for the sake of war, and for nothing else. His temples are nothing more than sacred barracks and proving grounds; each one staffed by a strict, militaristic hierarchy of battle-hardened Battlemages, Warriors, Necromancers, and others who share their aggressive and beligerent beliefs.

Physically, Zakros is massive, ripped, and a terror to behold. Though originally of Human form, the beliefs of his followers have, over the years, transformed his physical form unto that of a towering Demonian, which seems to suit Zakros even better than his former form.

Zakros is a total hoarder of things which empower him to further his own vainglory, especially Artifacts, and he will deal fairly with those who give him unique weapons or items of power. Though he holds no love for The Death Horde, it is known that he deals with them, if only because they suit his purpose for existence. It is through certain pacts with one of their more powerful nobles that he obtained his BioArmor and PsiBlade, Harbinger.

Aware of both other times and other places, Zakros is one of the few Demon Lords to openly travel from The Pit to search for that which pleases him. Thus, Zakros can be encountered wherever, and whenever, there is war.

Undead

Undead & Healing: Undead cannot heal their wounds as do normal, living creatures. Undead may heal only if they possess the Special Power of Regeneration (any kind), or if they have some other Special Power directly related to healing, or if they are "cured" by a practitioner of Necromancy who is armed with certain healing spells.

Common Powers & Abilities

Immune to Charms, Suggestions, Mental Influence

Immune to Poisons, Venoms

Magick Sense

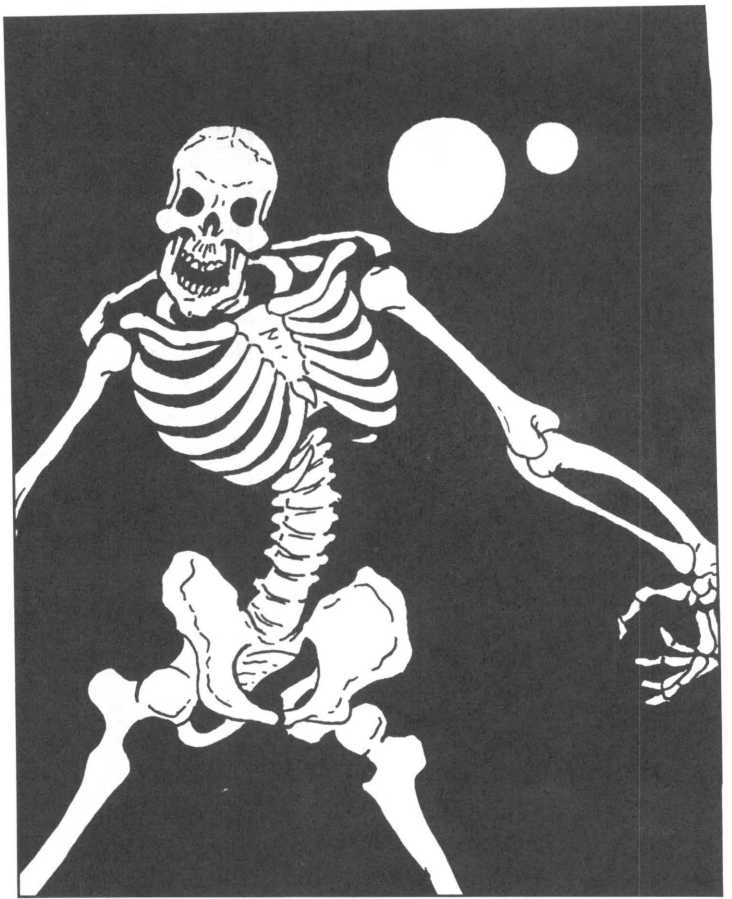
Gloom Sight

Infravision

Druus (Level 2, native tongue)

Demonic Telepathy (allows them to communicate with most other sentients in a telepathic semblance of their native tongues)

Hey! What About The Rest! Unfortunately, there are few, if any, Undead which possess the nifty abilities of Deific God or Grant Wish. Why is this? Because that's the way Chthon set it up: those Undead which do possess the relative power to achieve Immortal status, and hence to become Deific Gods and thus Grant Wishes, have been created instead to be "things" in the total control of The Dark Earth Mother. Undead are, to be blunt, usually nothing more than fodder. Usually. The true power of running the Undead lies within the Demonic hierarchy (as a glance at some of the domains of the lords will reveal). However, that's not to say that some enterprising adventurer can't come along and become an Undead Deific God, and thus spoil even the plans of The Dark Earth Mother herself...



SKELETON

Size: Average

Attributes

STR: 15

SPD: 12

DEX: 12

CON: 10

WILL: 5

INT: 5

PRE: 14

PER: 5

POWER: 10

Save

6

9

9

11

16

16

7

16

90%

Combat Stats

Kill Factors: 2

Hit Points: 20 (± 1d6)

AP: 0 + armor

AV: 4

DV: 4

Loot: Very Little

CMR: 5

Action Phases: 1

Power Pool: 20

Special Stuff

Damage (2d8 + weapon). AP w/armor. Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

The weakest of the corporeal Undead, Skeletons are normally good for nothing more than necromantic cannon fodder. What they may lack in individual strength, however, can more than be made up by sheer mass of numbers, as they are quite easy to summon and bind to one's will. It should be noted that even low-powered servants of The Dark Earth can be made quite formidable with a seemingly endless supply of Skeletons to call his own...



ZOMBIE

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 16	5	Kill Factors: 3
SPD: 8	13	Hit Points: 36 (\pm 1d6)
DEX: 8	13	AP: 0
CON: 12	9	AV: 4
WILL: 3	18	DV: 4
INT: 3	18	Loot: Very Little
PRE: 15	6	CMR: 3
PER: 5	16	Action Phases: 1
POWER: 15	85%	Power Pool: 45

Special Stuff

Claw (X2) (2d10 + 1d6), Bite (2d10 + 1d6). Stalking. Bloodhound (1 Mod). Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

Zombies seek the brains of the living. They will shuffle and lumber in pursuit of fresh brains to devour, for only fresh brains ease the pain, albeit temporarily, of being a Zombie. Those slain by Zombies do not turn into Zombies. Fortunately, they just die. Zombies are too stupid to use weapons. They also have the annoying habit of screaming "braaaaaainnnss" once they catch the scent of the living.



SKELETAL WARRIOR

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 17	4	Kill Factors: 5
SPD: 12	9	Hit Points: 60 (\pm 1d10)
DEX: 12	9	AP: 0 + armor
CON: 12	9	AV: 7
WILL: 5	16	DV: 7
INT: 5	16	Loot: Little
PRE: 15	7	CMR: 6
PER: 5	16	Action Phases: 2
POWER: 25	75%	Power Pool: 125

Special Stuff

Damage (2d12 + weapon). Extra AP w/armor. Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

Skeletal Warriors are the slightly tougher versions of Skeletons. They will act as platoon leaders or commanders of any Skeletons with which they are in league. Unlike most Skeletons, the Skeletal Warrior will often be armed with heavy weapons, such as a two-handed sword, and with armor of some quality, such as chain or higher. It is rumored that some are even skilled in the martial arts, and not just Black Wyrms, either...



GHOUL

Size: Large

Attributes	Save	Combat Stats
STR: 18	3	Kill Factors: 8
SPD: 12	9	Hit Points: 96 ($\pm 1d10$)
DEX: 12	9	AP: 2
CON: 12	9	AV: 10
WILL: 7	14	DV: 8
INT: 7	14	Loot: Little
PRE: 16	5	CMR: 8
PER: 7	14	Action Phases: 2
POWER: 40	60%	Power Pool: 320

Special Stuff

Claw (X2) (3d10 + 1d6), Bite (3d10 + 1d6). Stalking. Bloodhound (1 Mod). Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

Ghouls, like Zombies, seek the living, yet they seek them such that they can devour them entire like the cruel cannibals they are. They are noted for their sloppy table manners as well as for their single-minded hunger for fresh flesh; they more often than not will pause in the heat of combat to greedily begin devouring any morsel of flesh that they can get their grubby claws on. And while they could employ weapons if sorely pressed, Ghouls prefer to attack with their wicked claws and their slaverling jaws.



NIGHT STALKER

Size: Average

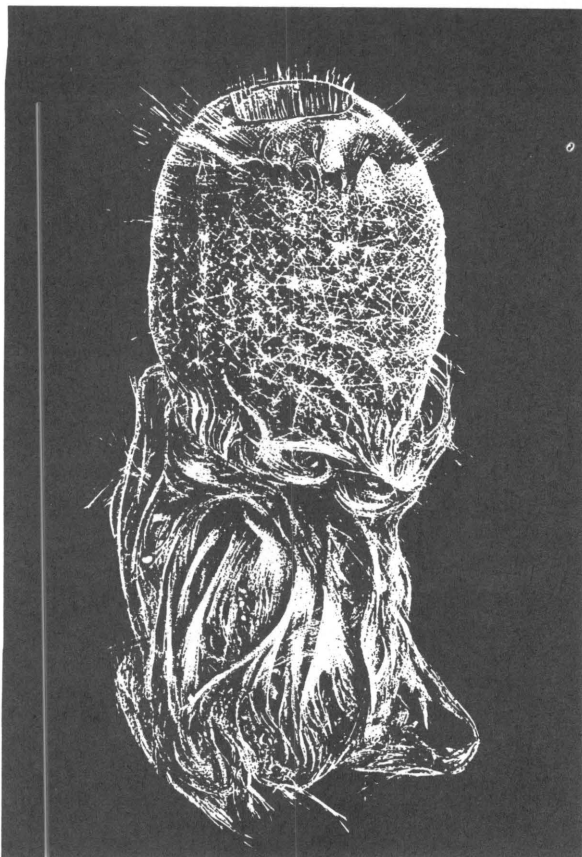
Attributes	Save	Combat Stats
STR: 1	20	Kill Factors: 10
SPD: 18	3	Hit Points: 150 ($\pm 1d20$)
DEX: 18	3	AP: 0
CON: 15	6	AV: 18
WILL: 15	6	DV: 28
INT: 12	9	Loot: None
PRE: 16	5	CMR: (10)
PER: 19	2	Action Phases: 3
POWER: 50	50%	Power Pool: 500

Special Stuff

Death Touch (Save vs. POWER or Die). Stealth (1 Mod). Stalking (5 Mods). Immaterial. Flight (10 CMR). Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

Employed by dark forces as *their elite soul-trackers*, the Night Stalker is perhaps the most accomplished tracker in existence. While it loathes personal combat, it may, if sorely pressed, deliver a shockingly "cold" psychic touch which can snuff the soul of any mortal thing unless it makes its POWER Save. To land its Death Touch, the Night Stalker must make a normal CV Roll. If the Save is made, no damage is taken.



SOUL EATER

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 1	20	Kill Factors: 12
SPD: 16	5	Hit Points: 120 ($\pm 1d20$)
DEX: 15	6	AP: 0
CON: 10	11	AV: 17
WILL: 15	6	DV: 27
INT: 12	9	Loot: None
PRE: 17	4	CMR: (15)
PER: 16	5	Action Phases: 3
POWER: 100	n/a	Power Pool: 2,000

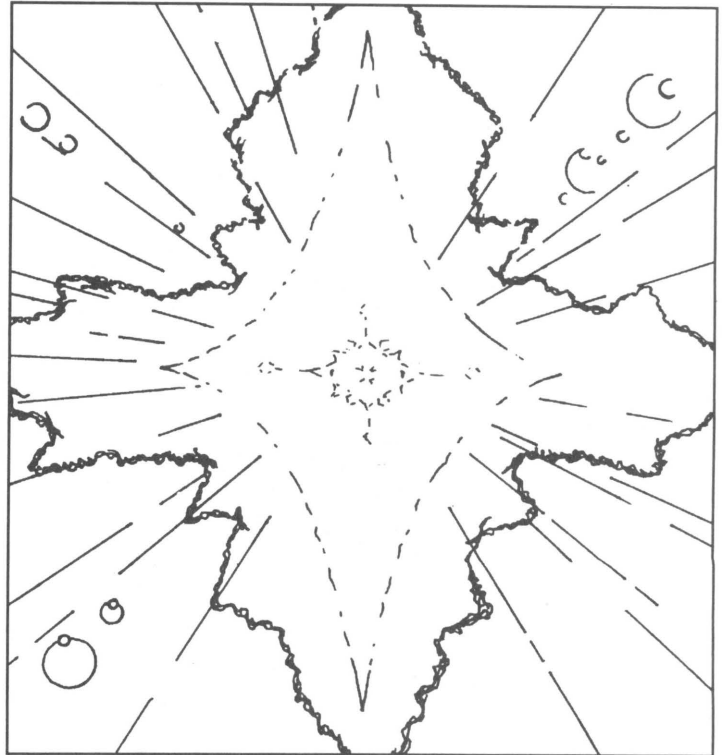
Special Stuff

Soul Eating (loss of 1d100 Power Points). Immaterial. Flight (15 CMR). Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

The Soul Eater exists to feast upon the souls, or Power Points, of the living. Once it successfully strikes its victim, the victim is drained of 1d100 Power Points, and the Soul Eater temporarily takes these as its own. Those reduced to less than 0 Power Points by the Soul Eater's attack will instantly wither and die; their souls consumed. Fortunately, Soul Eaters will typically depart once they have stolen enough Power to sate their appetites (about 1,000 points, which the Soul Eater's insane psychic metabolism will burn off at its normal Power Regeneration Rate). If the victim survives, its Power will regenerate as normal. It should be noted that the Soul Eater will sometimes drain

a Power Battery instead of a victim, but only if the Power Battery contains more raw Power than the victim itself.



CORPSE LIGHT

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 1	20	Kill Factors: 20
SPD: 18	3	Hit Points: 200 ($\pm 1d20$)
DEX: 16	5	AP: 0
CON: 10	11	AV: 26
WILL: 16	5	DV: 36
INT: 14	7	Loot: Greedy
PRE: 18	3	CMR: (20)
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Damn The Living/Reanimation (see below). Immaterial. Flight (20 CMR). Stealth (3 Mods). Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

The dreaded Corpse Light exists but to damn the living in a contest of Power, then reanimate the soulless corpse with its own dark energies to become a slave of The Pit. The Corpse Light will seek to attack its chosen victim by surprise with its Damn The Living attack, which will destroy anywhere from 1 Power Point to 9,999 Power Points of the victim. The number of Power Points spent generally depends upon how many the victim has, for once the victim is reduced to 0 Power Points, then the Corpse Light will become the victim, as it replaces the victim's damned soul with its own, and sets about to sow death and doom in the unholy name of Darkness. The Corpse Light must retain at

Creatures Of The Pit

least 1 Power Point in order to achieve the Reanimation, which is an instantaneous procedure. If the victim survives, then his Power Points will regenerate as normal. There is no Save to resist the attack, although the Corpse Light must make a normal roll to hit.



DEATH KNIGHT

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 1	20	Kill Factors: 25
SPD: 19	2	Hit Points: 500 (± 1d20)
DEX: 18	3	AP: 0 + armor, if any
CON: 20	5%	AV: 33
WILL: 16	5	DV: 33 + shield, if any
INT: 15	6	Loot: Hoarder!!!
PRE: 20	5%	CMR: (18)
PER: 17	4	Action Phases: 5
POWER: 100	n/a	Power Pool: 25,000

Special Stuff

Primal Soul Snuff (damage is 1 Point of Primal; this may be channeled through a weapon; extra damage for weapon itself). Immaterial. Flight (18 CMR). Special Weapons/Armor Pact (see below). Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

The Death Knight is a manifestation of extreme psychic hatred; an undead embodiment of a dark warrior's immortal soul, sworn to The Dark Earth for all eternity. Though Immaterial, the Death Knight is specially pacted by the powers of Chthon to employ any sort of weapon or armor it desires—and it desires nothing less than Shadar Steel. Its Primal Soul Snuff power may be delivered by a simple touch, with a normal CV Roll required to hit the victim, or it may be channeled through the Death Knight's weapon, layering its cruel effects upon the damage

inflicted by the blade. The Primal Soul Snuff will cause any living thing or Immortal to lose 1 Point of Primal. Obviously, this will totally disintegrate any mortal unless he is protected by some form of PD (which will typically lose 1 PD of its own while protecting him). The Primal, of course, goes straight to Chthon herself. There are no more than 13 Death Knights at one time.



FELL DRAGON

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 100	n/a	Kill Factors: 50
SPD: 15	6	Hit Points: 2,500
DEX: 15	6	AP: 100/imm. phys. dmg.
CON: 50	2%	AV: 55
WILL: 19	2	DV: 45
INT: 16	5	Loot: Hoarder!!!
PRE: 50	2%	CMR: 50, (100)
PER: 20	5%	Action Phases: 5
POWER: 100	n/a	Power Pool: 100,000

Special Stuff

Claw (X2) (10d10 + 10d10, Doom, X3 Normal, X4 Critical, X5 on a natural 20), Bite (10d10 + 10d10, Doom, X3 Normal, X4 Critical, X5 on a natural 20), Wing (10d10 + 10d10, Doom, X3 Normal, X4 Critical, X5 on a natural 20), Tail (10d10 + 10d10, Doom, X3 Normal, X4 Critical, X5 on a natural 20). Breath Weapon (Void, Power Save or disintegrated; 100 points with Save). Fly (100 CMR). Natural Armor Pact Of Immunity (100 AP; immune to all non-artifact physical damage). Gloom Sight. Keen Hearing. Bloodhound. Eagle Eyes (3 Mods). True Regeneration (1 HP/Hour). Immune to Charms, Suggestions, Mental Influence. Immune to Poisons, Venoms. Magick Sense. Gloom Sight. Infravision. Druus (Level 2). Demonic Telepathy.

Explanations

The Fell Dragon is as large as a Terran aircraft carrier, and quite capable of wiping one out, fighter squadrons and all, by itself.

The Fell Dragon has been pacted by Chthon to embody the “Doom” template, and embody it the dread dragon does. Unlike other Undead, the Fell Dragon is quite capable of natural regeneration, and it is also quite corporeal. As such, Chthon has seen fit to reward it with a Pact Of Immunity To Physical Damage instead of normal AP. Unlike its Demon Lord contemporaries, who rule as dark gods, the Fell Dragon typically resides in The Pit as a personal guardian of Chthon. There are typically no more than 9 Fell Dragons in existence at one time.



CHTHON

Immortal Realm: Deific God

Professions: Dual-Aspect of The Dragon

Levels: 100/*

Sex: F(N)

Height: var.

Weight: var.

Attributes

STR: 100/*

SPD: 100/*

DEX: 100/*

CON: 100/*

WILL: 100/*

INT: 100/*

PRE: *

PER: *

POWER: *

Save

n/a/*

n/a/*

n/a/*

n/a/*

n/a/*

n/a/*

*

*

*

Combat Stats

Hit Points: 10,000/*

AP: 1,000/*

AV: 200/*

DV: 200/*

Loot: Hoarder!!!

CMR: 100/*

Action Phases: 10/*

Power Pool: 1,000,000+/*

Primal: 1,000,000+/*

Special Stuff

Dual-Aspect Identity (see below). Total Pact Control of all things of The Pit. Primal Enhancement on all magicks (at least 1 point per).

Prime Power

Dual-Aspect of The Dragon/All. When she's in her Dark Earth Mother form, she's incapable of permanent death (but not temporary death) by anything born of The Dragon, save for The VoidSpawn. When she's One With The Dragon, and hence *is* The Dragon, she has access to all possible Prime Powers, all possible Primal, and only The VoidSpawn can harm her at all, and it's still a question as to whether that harm can possibly be permanent.

Epithets

The Dark Earth Mother. The Queen Of The Pit. The Black Bitch. The Great Mother Of All Evil.

Explanations

Try to keep up: Chthon is the heavy duty “female” though truthfully neuter dual-aspect of The Dragon, which is itself infinite, but Chthon herself has a “real” identity, which manifests itself as “The Dark Earth Mother,” another name for a badass bitch who rules The Pit with a big black Shadar Steel fist, as well as her “true” identity, which she can shift into on special Shadar holidays.

What this means is that Chthon has two identities: one, as The Dark Earth Mother and absolute ruler of The Pit; two, as the “female” aspect of The Dragon, or of all reality itself. She is both of these at the same time, all the time, but, chances are that you'll only meet her in her Dark Earth Mother identity (unless you happen to destroy her in that form, in which case you'll be witness to the pyrotechnic display of a lifetime and witness to her hopefully fleeting reunion with her Dragon-self; or unless you happen to be casting The Dragon's Breath, and you really wanna get yourself in over your head...).

Chthon has absolute power in The Pit. Assaulting her directly is tantamount to suicide, even if you *could* possibly fight your way down to the lowest Sphere of The Pit, The Nameless, where she and her elite bodyguards make their home. It is quite possible that, in addition to all the denizens of The Pit, that she has Pacts upon not one but multiple Immortals, specifically Shadar Lords, whom she may press unto her service to fight her fights for her. Alas, despite the average party's potential for being instantly snuffed at her mere appearance (a PRE Attack with an * can really gonk you), Chthon generally plays by “The Script,” and this is perhaps her one and only weakness. (That, and The VoidSpawn, whom she hates enough to fear, due to his Dragon-ordained powers, which she probably believes are targeted specifically at her. Perhaps that's why she'll go out of her way once in a while just to see if she can make life a living hell for him...) Chthon is, after all, bound by the unwritten rules of the Deific Gods, as well as those of The Pit (as well as those of The Dragon), and, despite her own *immeasurable personal power*, there is always the possibility of exploiting that weakness to pull one's behind from the ultimate fire.

Spirits

Spirits are elemental entities of the earth, and are not, as is commonly believed, Undead.

SPECIAL POWERS

Immaterial: This grants the ability to pass through all normal, real-world physical barriers. Even the most mundane magical barriers will bar one's passage, however. This also grants a whopping DV Bonus of +10, for one who is Immaterial is extremely difficult to hit.

Immaterial grants an additional DV Bonus of +10

Cost: 10 Fate Points.

Note: Being Immaterial almost always implies a virtual total loss of weight, if not mass itself. There can always be exceptions to this, but, if there are not, then one who is Immaterial must get used to not being able to "grasp," "use," or "wear" any material object or item, unless it, too, is somehow magically Immaterial.

Meld With Node: This special ability allows the Spirit to completely bond with a Node, linking the Node's Power Point Pool with the Spirit's master, the Witch (which may only be fully achieved once the Witch casts the spell "Tap Node"; see "The SenZar Rules" for more info). Melding with the Node requires the input of that Node's full Power Point Pool's worth of spiritual energy. This energy is supplied by the Power Point Pools of the Spirits, and follows the progression below:

<u>Node</u>	<u>Power Points</u>	<u>Required To Meld</u>
Minor	10	1 Nature Spirit
Lesser	100	1 Magick Spirit or 10 Nature Spirits
Common	1,000	1 Arcane Spirit, 10 Magick Spirits, or 100 Nature Spirits
Greater	10,000	1 Guardian Spirit, 10 Arcane Spirits, 100 Magick Spirits, or 1,000 Nature Spirits

Cost: Special; see below.

Note: Spirits who meld with a Node are "consumed" by the melding, and are no longer capable of independent action, although additional Spirits (or whatever) may be bound to guard the Node. While Nodes may be guarded by any combination of Spirits, physical entities, or what have you, most wild Nodes are typically guarded by a combination of Spirits with a total Power Point Pool equal to that of the Node itself.

Spiritual DV Note: Yes, the Spirits get the DV Bonuses for both their Size and for their being Immaterial.

Astral Attacks & Power Saves: There are none vs. Astral Attacks, as these are similar in nature to spells from the Realm of Witchcraft. Still, all normal AP will apply, as will all

of the normal rules of Witchcraft (see "The SenZar Rules" for more info).



NATURE SPIRIT

Size: Immaterial (Tiny)

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 1	20	Kill Factors: 1
SPD: 15	6	Hit Points: 7
DEX: 15	6	AP: 0
CON: 7	14	AV: 6
WILL: 11	10	DV: 21
INT: 7	14	Loot: None
PRE: 15	6	CMR: (25)
PER: 16	5	Action Phases: 1
POWER: 10	90%	Power Pool: 10

Special Stuff

Immaterial. Astral Attack (causes 1 point per Power Point burnt, up to a limit of 10; max of 10 per attack; no Power Save). Meld With Node.

Explanations

The Nature Spirit is the least powerful of the Spirits. It typically appears in the real world only when summoned by some spell-caster to perform a task. These tasks may range from simple spying errands, to guard duty, and even to courier duties. While it obviously would prefer not to engage in combat, the Nature Spirit can, if sorely pressed, inflict an Astral Attack upon a single victim. This will inflict 1 point of damage per Power Point burnt, up to a limit of 10 (thus, from 1-10 points may be inflicted per attack). Once a total of 10 Power Points have been burnt, the Nature Spirit will vanish, its own energies consumed in the attack.



MAGICK SPIRIT

Size: Immaterial (Small)

Attributes	Save	Combat Stats
STR: 1	20	Kill Factors: 5
SPD: 15	6	Hit Points: 40 ($\pm 1d6$)
DEX: 15	6	AP: 0
CON: 8	13	AV: 10
WILL: 12	9	DV: 22
INT: 7	14	Loot: None
PRE: 16	5	CMR: (25)
PER: 16	5	Action Phases: 2
POWER: 25	75%	Power Pool: 100

Special Stuff

Immaterial. Astral Attack (causes 1 point per Power Point burnt, up to a limit of 100; max of 25 per attack; no Power Save). Meld With Node.

Explanations

The Magick Spirit is the more powerful version of the Nature Spirit, summoned by spellcasters to perform a task that may demand too much of the relatively powerless little Spirit. Like the lowly Nature Spirit, the Magick Spirit can inflict an Astral Attack upon a single victim. This will inflict 1 point of damage per Power Point burnt, up to a maximum of 25 per attack. Once a *total* of 100 Power Points have been burnt, the Magick Spirit will vanish, forever consumed in the attack.

ARCANE SPIRIT

Size: Immaterial (Average)

Attributes	Save	Combat Stats
STR: 1	20	Kill Factors: 12
SPD: 16	5	Hit Points: 100 ($\pm 1d20$)
DEX: 15	6	AP: 0
CON: 10	11	AV: 15
WILL: 13	8	DV: 25
INT: 8	13	Loot: None
PRE: 17	4	CMR: (25)
PER: 16	5	Action Phases: 3
POWER: 60	40%	Power Pool: 1,000

Special Stuff

Immaterial. Astral Attack (causes 1 point per Power Point burnt, up to a limit of 1,000; max of 50 per attack; no Power Save). Meld With Node.

Explanations

The Arcane Spirit is the most powerful "normal" Spirit family, acting as does its less potent siblings, the Nature Spirit and Magick Spirit, yet much more effective in its capacity to perform its tasks. The Arcane Spirit can inflict an Astral Attack upon a single victim. This will inflict 1 point of damage per Power Point burnt, up to a maximum of 50 per attack. Once a *total* of 1,000 Power Points have been burnt, the Arcane Spirit will be no more.



GUARDIAN SPIRIT

Size: Immaterial (Large)

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 1	20	Kill Factors: 20
SPD: 18	3	Hit Points: 200 ($\pm 1d20$)
DEX: 15	6	AP: 0
CON: 10	11	AV: 25
WILL: 14	7	DV: 33
INT: 10	11	Loot: None
PRE: 18	3	CMR: (33)
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Immaterial. Astral Attack (causes 1 point per Power Point burnt, up to a limit of 10,000; max of 100 per attack; no Power Save). Meld With Node.

Explanations

The Guardian Spirit is the most powerful Spirit, summoned by only the most powerful spellcasters to perform a task. The Guardian Spirit can inflict a particularly devastating Astral Attack upon a single victim. This will inflict 1 point of damage per Power Point burnt, up to a maximum of 100 per attack. And with five Action Phases, and a Power Point Pool of some 10,000 points, the Guardian Spirit can, and probably will, snuff all who dare oppose it. Once a *total* of 10,000 Power Points have been burnt, the Guardian Spirit will vanish, its own vital energies forever consumed.

Unique Creatures

The Unique Creatures are those which either defy common classifications or defy mortal power limitations. In either case, they are what most sane sentients would deem as "ludicrously powerful."

VOOM THE DESTROYER

Size: Mega-gigantic!!!

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 100	n/a	Kill Factors: 100
SPD: 1	20	Hit Points: 10,000
DEX: 1	20	AP: 9,999 Primal Defense
CON: 100	n/a	AV: 100
WILL: 1	20	DV: 0
INT: 1	20	Loot: None
PRE: 100	n/a	CMR: (10)
PER: 1	20	Action Phases: 1/10
POWER: 100	n/a	Power Pool: 1,000,000

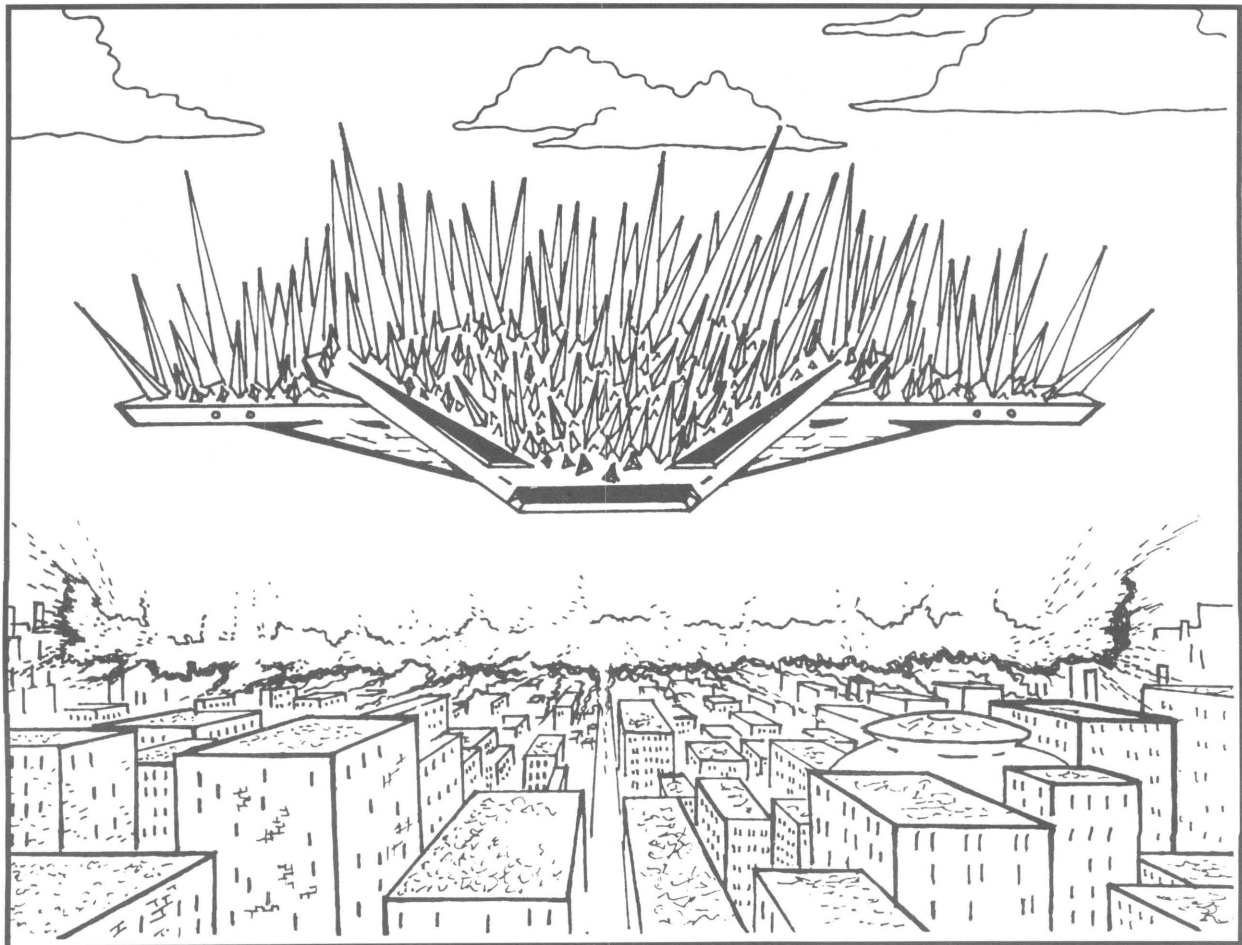
Special Stuff

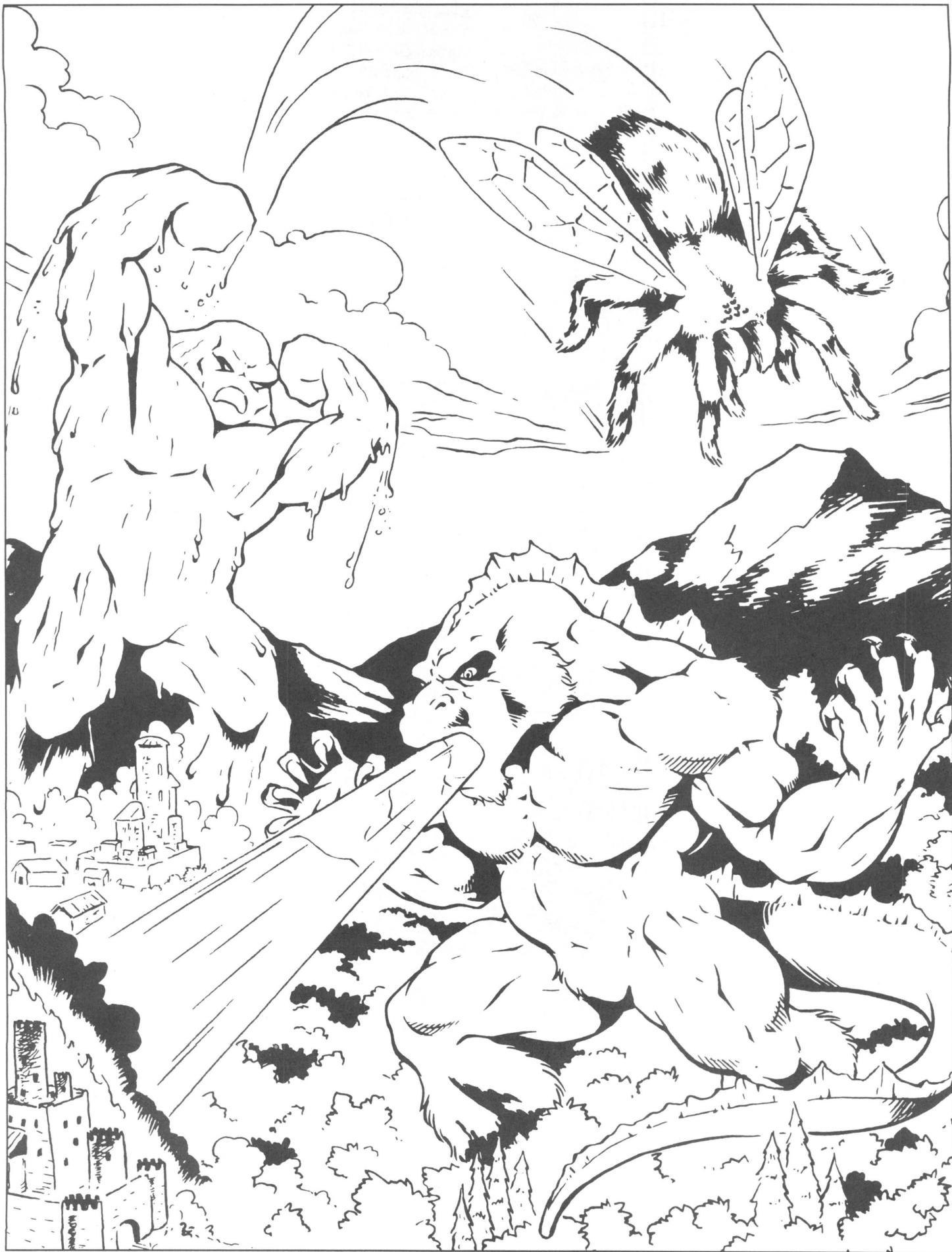
Void Attack, 1 Mile Radius (Save vs. POWER or die; 100 Hit Points of damage if Save is made; attack made on each and every Phase of the Combat Round!). Pulses all mortal magicks within 1 Mile Radius. Mega Regeneration (10 HP/Phase). Primal Defense (9,999 PD).

Explanations

Voom The Destroyer is more a thing (yes, a THING!) than a sentient entity, existing merely to sow rampant destruction like some Void-emitting, slowly hovering yet inexorable hurricane. Voom is fully one mile in radius, resembling a titanic turtle shell (but with no appendages; only the blackest of black Void energies issue from its apertures). Voom is totally immune to all magicks save for Primal Magicks. Voom is also fairly resistant to physical damage, too, as its insane AP will attest. In fact, unless you're employing Primal Magicks and/or Artifacts, you'll just tickle Voom! Anything foolish enough, however, to enter within its 1 Mile radius of Void energies will automatically be subject to its Void Attack, which will totally pulse all mortal magicks, and more than likely will pulse all mortals, too. As noted above, this special attack is made on each and every Phase of the round, and is not limited by Voom's personal number of actions, so beware...

Voom appears when and where it suits Voom to appear (probably at the behest of The Eternals, no doubt!). Voom will simply hover a half-mile above the ground, and then will begin its mindless sowing of Void-doom upon any and all things that happen to be within its preprogrammed "celestial lawn-mowing" path. Voom will not retaliate upon those who attack it, save for the constant effects of its Void Attack. Voom is practically mindless, but tons of fun for the Creator who wishes to see his campaign world engage one of the more potent "cosmic menaces."





The Gargantuas

Origins: The Gargantuas were denizens of prehistoric SenZar, and were bound unto The Sceptre Of Jacoor Thrax by the eponymous 1st Overlord of Zengara, way back at the beginning of The First Age. It is rumored that the 3 Gargantuas were created by the original gods who roamed SenZar before it was populated by its current Races.

The one who possesses the sceptre may control the 3 Gargantuas at will. Those without the sceptre had best get the hell outta Dodge, 'cause the Gargantuas are about as tough as tough can be. (More info on the sceptre is found in **SenZar**.)

Common Powers & Abilities

Immune to any Charms, Controls, or Influences save those of The Sceptre Of Jacoor Thrax

Gloom Sight

True Regeneration

Pacted never to attack one another, at least while Sceptre is being used as a control

Total Physical Warding (no damage from non-Artifact weapons)

GOLSHBASH

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 75	1%	Kill Factors: 50
SPD: 8	13	Hit Points: 2,000
DEX: 8	13	AP: 85
CON: 40	4%	AV: 50
WILL: 20	5%	DV: 40
INT: 5	16	Loot: None
PRE: 50	2%	CMR: 25
PER: 11	10	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Smash Assault (9d10 + 10d10; Doom, X3 normal, X4 Crit, X5 on perfect 20). Super Regeneration (10 Hit Points per Phase; but only while in direct contact with ground). Total Physical Warding.

Explanations

Golshbash resembles a gigantic humanoid mass of animated clay and sticky goop—extremely pissed off animated clay and sticky goop, too. Golshbash's sole purpose of existence is to smash, and smash it does at the beck and call of the bearer of the Sceptre Of Jacoor Thrax. While in contact with terra firma, Golshbash can regenerate itself at a tremendous rate; in effect "morphing" the soil, rocks, and grit unto himself to replace his own damaged form.

VROXGRAX

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 50	2%	Kill Factors: 50
SPD: 10	11	Hit Points: 1,500
DEX: 10	11	AP: 75
CON: 30	4%	AV: 50
WILL: 20	5%	DV: 40
INT: 5	16	Loot: None
PRE: 50	2%	CMR: 25, (100)
PER: 20	5%	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Claw (X4) (8d10 + 10d10; Bifurcation, X3 normal, X4 Crit.), Fangs (8d10 + 10d10 + Aqua Mortis; Fangs limited to 1 attack per Combat Round). Fly (100 CMR). True Regeneration (1 Hit Point/Hour). Total Physical Warding.

Explanations

A titanic flying spider replete with gigantic "dragonfly" wings and ten-foot Aqua Mortis-injecting chelicerae, Vroxgrax exists to serve the bearer of The Sceptre Of Jacoor Thrax, and to do what Vroxgrax does best: inject the venom. And that venom is nothing less than Aqua Mortis. Contrary to folk belief, Vroxgrax cannot produce any sort of web.

MONGWAR

Size: Gigantic

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 100	n/a	Kill Factors: 50
SPD: 15	6	Hit Points: 2,500
DEX: 15	6	AP: 100
CON: 50	2%	AV: 55
WILL: 20	5%	DV: 45
INT: 8	13	Loot: None
PRE: 75	1%	CMR: 25
PER: 18	3	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Claw (X2) (10d10 + 2d8; Sharpness, X2 normal, X3 Crit.), Bite (10d10 + 2d8; Doom, X3 normal, X4 Crit., X5 on perfect 20), Tail Lash (10d10 + 2d8). Phlogiston Breath Weapon (AOE up to 50 Hexes; 1 per Combat Round; no limit to number per day). True Regeneration (1 Hit Point/Combat Round). Total Physical Warding.

Explanations

Mongwar, the "leader" of the Gargantuas, is capable of wholesale devastation on a grand scale, as his Phlogiston Breath Weapon will readily attest. When Mongwar and his other rather large friends go on a rampage, not even Tokyo is safe, as they will crush, crumble and chomp anything that has the unfortunate karma to cross their respective paths.



The Mokarr Death Squad

Self-ordained Rulers of The Midnight Realm, the Mokarr, while more properly a subject of their own dedicated Campaign Builder, are defined a bit more below, if only so that the Creator can get a better grasp of how their mucho impressive Death Squads operate...

Mokarran Technomagick: Most Mokarran magick is of the Realm of Alchemy or Sorcery, with a fairly even though somewhat lower distribution of the remaining Realms throughout their spellcasting populace. Though having little to do with “pure technology,” the Mokarr have been quite adept at developing a magickal analog of many technological marvels with their magicks, hence the term used commonly with most Mokarran magicks: “Technomagick.”

Thus, the Mokarr have been able to duplicate (and some would say to improve upon vastly) many of the marvels that highly advanced civilizations enjoy, such as electric lights (slightly modified Plasma Globes), a “television” and “spying” network (via a linked array of Big Brother-like scrying devices in virtually every possible place), nuclear power (with Zulzak), and even “broadcast power” (see below).

Mokarr Broadcast Power: This is the Mokarr practice of “broad casting” magickal power to a host; a “remote Power Battery,” so to speak. Mokarr Broadcast Power has a Planetary radius, and can temporarily be cut off and rendered useless by The Pulse, although few, if any, other non-Primal applications can render it useless.

The Val-Mokarra: The standard Mokarr Broadcast Power Unit, or “Val-Mokarra” (“that which is power to/of/for the Mokarr”), is a large, bulky piece of highly artificed technomagickal machinery. Resembling the idealized manifestation of The Eightfold Path (or, the classical sign of Chaos) transfixd by a Superdome-looking central “hub” and its accompanying four “towers” which stab through the North, South, East & West “spokes” of the cardinal directions, the Val-Mokarra is one highly scary looking device. It is constructed of nothing less than the purest Purple Krystall and girded with nothing less than the most wicked Shadar Steel. The central hub and towers are roughly ten feet high, while the circle defined by the tips of its outermost spokes is roughly one hundred feet in diameter.

This incredible machine can produce and project up to 10,000 Power Points per Combat Round, or 1,000 Power Points per Phase. This it can do permanently, and without pause, until it is destroyed. Of course, this huge amount of Power is allotted not to one Mokarr but to a large group of Mokarr, possibly even a large city’s entire spellcasting population. The only catch is that, in order to receive any of the Power, one must be “attuned” to that particular Val-Mokarra (and attuned to its own unique “frequency”). Attunement is simple enough. All one has to do is open up a Power Foci and Link himself to it, simply as if the Val-Mokarra were a huge Power Battery (which it really is). Of course, this can be done only by total “immersion” into the spe-

cial “Soul Chamber” within the core of the hub, and, of course, as one may readily deduce, this is no mean feat if one is not invited to do so by the Mokarr elite who own that particular Val-Mokarra, as it is likely to be guarded by the most ferocious disciples of darkness that the Mokarr can possibly produce (see below).

The Val-Mokarra is as tough to destroy as it is to create, as its extremely high AP and Hits would indicate. Not that anyone in his right mind would even attempt to do so, as the standard Val-Mokarra (and there’s at least one of them in every major Mokarr city) is guarded not only by the most fervent devotees of The Dark Earth Mother herself, their minions, Golems, traps, tricks and death galore, but also by a standard Mokarr Death Squad (see below; and, yes, you were warned...). **TTM:** 1,000,000 man-hours. **Materials FMV:** 1,000,000 carats of Purple Krystall; 10 Bars of Shadar Steel; 1,000,000 Stars of miscellaneous high-grade Steel, precious gems, and mathematically precise construction; 1,000,000 Power Points enchanted into it during the course of its construction. **AP:** 100. **Hits:** 10,000.

Mokarr Death Squad: Featuring the ultra-elite, brain-washed assassins of darkness, the Mokarr Death Squad is, arguably, the last-line of defense for the Mokarr and their Dark Earth allies. As explained in their write-up, they are a seven-member team of the best that their race has to offer. They are, in fact, bred (or, to be more precise, “cloned”) to serve The Dark Earth; their own abilities—and perhaps their very souls—nothing more than recycled shards of identity from a former, and now dead, Death Squad Clone.

This is not to say that they lack identity. Just to say that maybe they ought to get out and see the world a bit more, as the average Mokarr Death Squad member is even more of a brain-washed, foaming, Dark Earth zealot than even the highest of their Dark Priests. Of course, this might have something to do with the subliminally programmed chants of obedience to Chthon and The Dark Earth, which team members must endure at all hours, even (some would say “especially”) when they sleep. It might also have something to do with the fact that they are born fully assembled and ready to roll as new Death Squad Members; in effect thrust unto Darkness, without a moment’s Light. No wonder they’re such grim fanatics.

Death Squad Tactics: Imagine a Dark Earth version of the Navy SEALs, or Marine Force Recon, etc., but armed not with technology but technomagick. While the basic unit tactics might appear similar, at least to the uninitiated, the average Death Squad is not trained to improvise while in the heat of combat, unlike their Terran counterparts. They are, in fact, good little robots—deadly little robots, mind you; but robots nonetheless. True, they’ll probably totally capture or destroy most non-Immortal adventuring parties in less than a full Combat Round, as they will strike by stealth and strike with overwhelming force. However, they will more than likely stick to a “script” which has been predefined by their hidden masters, and they might possibly become confused, angered, or possibly even homicidally enraged if their victims do not play their proper roles. This is not to say that they still won’t just kill you, though. It’s simply that

The Mokarr Death Squad

with their confusion comes your opportunity, and chance always favors the prepared, or in this case “flexible,” mind. Or something Zen like that...

Mokarr Death Squad Member

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 16	5	Kill Factors: 13th Level
SPD: 16	5	Hit Points: 208
DEX: 16	5	AP: 50, special
CON: 16	5	AV: 19
WILL: 14	7	DV: 19
INT: 14	7	Loot: Hoarder!!!
PRE: 16	5	CMR: 12
PER: 16	5	Action Phases: 3
POWER: 62	38%	Power Pool: 1,860

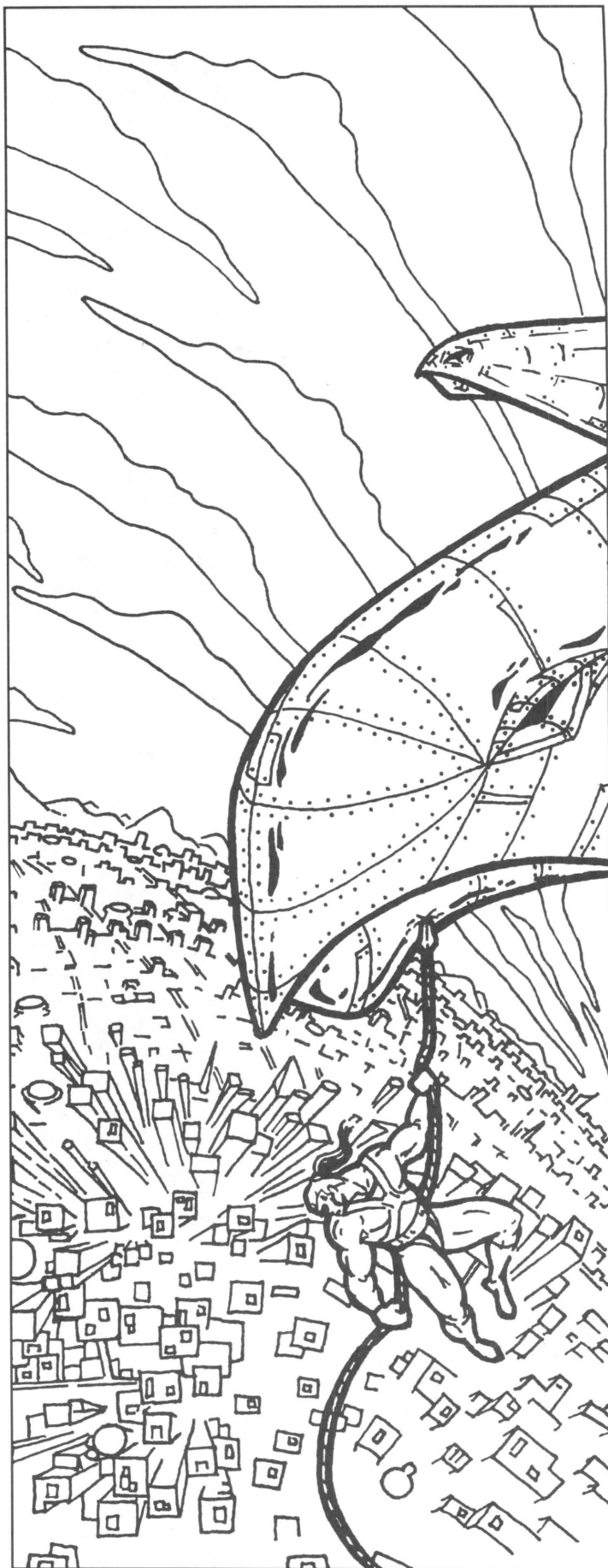
Special Stuff

Ultima Bodysuit (immune to Alchemy). Black Chain Armor (AP 50 +½ Ward Vs. Physical Damage + Mystic Summons). Alchemical Bandolier (10 Slots: 3 Pulse Grenades AOE 25' rad.; 2 Oil Of Slipperiness Grenades; 2 Alchemical Glue Vials; 1 Waters Of Destruction Vial; 1 Oil Of Hellish Fires Vial; 1 Waters Of Healing Vial). Hand Spellbow (Fires 1/Phase, choose 1 of 4 Slots: Ki Bolt for 100 points; Mind Flay, Save vs. WILL or lose 15 WILL; Psychic Assault, Save vs. WILL or lose 15 WILL). Black Blades (X2) (DC 9, 10d10 + Vermix of 10d10, Sharpness, X2 normal & X3 Crit.; Vampiric 1:1). Functions as 13th Level Assassin (w/all applicable Assassin abilities, Skills, and powers, including Black Wyrms, Zen QD, Focus, Paired Weapons, etc.). Any and all miscellaneous Mokarr weaponry (including the Submission Snare, Shuriken dipped in any manner of venoms, etc.). Broadcast Power (linked to Val-Mokarra; instant, virtually Power-free Martial Arts abilities and spellcasting, where/if applicable).

Explanations

Chosen from among the ranks of the best Mokarr Assassins to serve Chthon herself, the Mokarr Death Squad Member is a highly brainwashed, ultra-elite pawn of Darkness. Defying the normal Dark Earth numerology, there are typically 7 members in any one Death Squad. Members may be either male or female, and there is a fairly even distribution of each within a typical squad. Typical duties of a Death Squad parallel those of a Terran elite SEAL Team. Although the two would appear to be similar in function on the surface, they are, obviously, a world apart in moral fiber, for the Death Squad specializes in serving the dark whims of their hidden Mokarr (and Shadar!) masters, spreading their special brand of death and hatred in the black of the night.

Creator's Note: The Mokarr Death Squad fights as a kill'em'all team, they are fanatical Black Wyrms masters with lotsa magickal toys, and they are about as numerous and as hard to kill as bionic cockroaches. Play 'em that way!





The Nine Evils

Origins: In ancient times, the nameless gods foresaw a need to chasten their faithful flocks, and thus they created The Weirding, to remind the mortals of their obligations to worship them; and thus they created The Nine Evils, to punish those who strayed from the path. Or so the story goes. ...

In truth, the mysteries of the origins of The Nine Evils are shrouded in antiquity, obscured by layer after layer of truth and mistruth until nothing is known for certain. That they exist is enough to strike fear into the hearts of man, for when The Weirding wakes (more info on it is in "The SenZar Rules") The Nine Evils rise from depths unknown to wreak divine havoc upon all.

Fortunately, The Weirding lasts but a short time, and is almost utterly predictable (so you can plan that interstellar vacation from SenZar far in advance, if desired). The Nine will rise as The Weirding begins, and they will depart whence they came when The Weirding passes—only to rise once more when next The Weirding wakes...

Common Powers & Abilities

The SenZar Sight (as per the Immortal ability)

Immune to Control & Influence Magicks

True Regeneration (1 Hit Point/Hour)

Death Pacts must be fulfilled to destroy them

Those who permanently destroy one of the nine are pacted to become that particular evil

Signs & Seals Of The Nine: Each member of The Nine Evils has a corresponding sign, or seal, which embodies a portion of its essence. Each seal is a real, physical object, roughly a hand's breadth in diameter. Though they vary in outward form from smooth, black and highly polished to rough, translucent and milky white, they all share one thing in common: each seal has the power to totally control that particular member of The Nine. By simply grasping the seal and commanding the creature to obey its ancient pact, one can totally command and control the creature whose seal is in his hand, even unto total and all-consuming obedience, and even unto calling forth that particular member of The Nine before The Weirding wakes.

As such, each seal is hidden far from man's roving eye, typically within a place of dark power, where that particular member of The Nine holds some measure of power, control, or influence. Each seal will be guarded to the extreme, and only the most brave or the most foolish will dare to seek them out. Each seal is considered to be an Artifact, while all nine together are considered to be a Supreme Artifact, granting the possessor the ability to summon forth The Weirding itself, at any time, with all Nine Evils present, with no expenditure of Primal. (At the end of The Weirding, however, the possessor will forfeit his soul, with no Save.) **PD:** 1,001 each; 10,001 combined.



MAKO, THE DEMON OF THE DEPTHS

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 16	5	Hit Points: 600
DEX: 16	5	AP: 100, immune to Water
CON: 30	4%	AV: 26
WILL: 16	5	DV: 24
INT: 16	5	Loot: None
PRE: 20	5%	CMR: 10, 100*
PER: 18	3	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Trident Of The Depths (5d10 + 10d10, X2 normal, X3 Crit; instantly slays any "normal" sea creature by touch).

Battlemagick as 20th Level Battlemage (Water specialty). True Regeneration (1/Hour). SuperCharm any "normal" sea creature by Gaze (1/Combat Round). Black Shell Plate (100 AP; totally wards attack by any "normal" sea creature; immune to all water magicks). Swim (100 CMR). Death Pact (see below).

Explanations

Mako, The Demon Of The Depths, rises from the darkest depths of the sea to spread his aquatic havoc during The Weirding.

Mako takes particular delight in flooding the coasts, drowning landlubbers, ruining fishing shoals, and sinking ships. The only way to permanently destroy Mako is to spear him to death with his own trident.



DESPAYR, THE ONE WHO LOST ALL

Size: Average

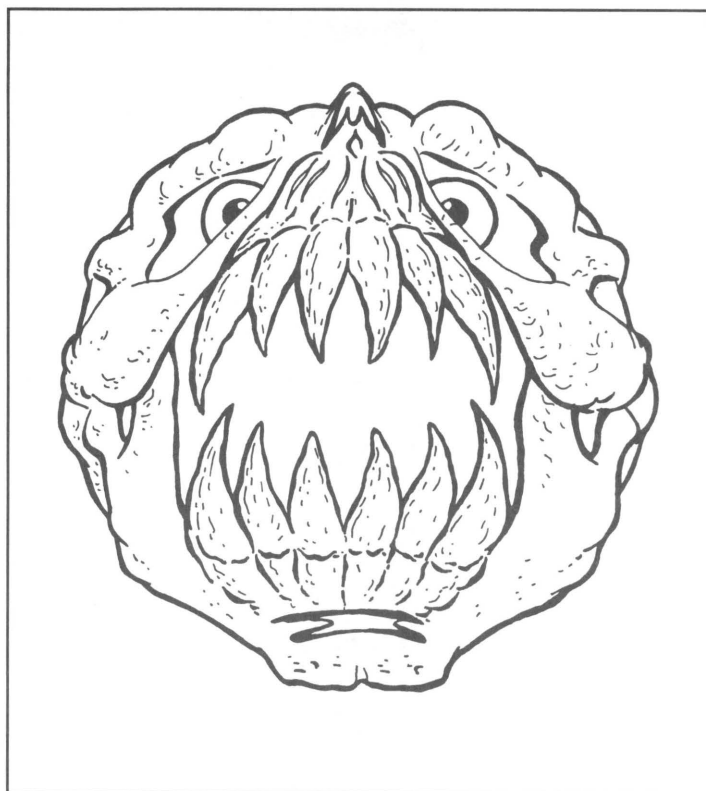
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 16	5	Hit Points: 600
DEX: 18	3	AP: 20
CON: 30	4%	AV: 28
WILL: 19	2	DV: 28
INT: 16	5	Loot: None
PRE: 20	5%	CMR: 10
PER: 20	5%	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Aura Of Despayr (20 Hex Radius; WILL Save or lose all hope, and cease any meaningful actions; check at Phase 1 of Combat Round each and every Round). Gaze Of Despayr (useable 1 per Combat Round; instantly reduces 1 victim to WILL of 0, with effects as per Aura Of Despayr; only those with WILL of 19 or higher are immune). Touch Of Despayr (at will; triggers all Karmic Manifestations at once, no Save). Death Pact (see below).

Explanations

Despayr, The One Who Lost All, particularly enjoys afflicting her horrid despair upon those who are confident, happy, and content. Appearing as a withered old crone dressed in tattered black robes, Despayr will arise during The Weirding to disrupt the lives of those around her, spreading her mind-numbing despair with absolutely no regard for those who dare cross her sordid path. The only way to permanently destroy Despayr is to make her happy.



MALAKI, THE ONE WHO ATE FLESH

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 30	4%	Hit Points: 600
DEX: 20	5%	AP: 10
CON: 30	4%	AV: 30
WILL: 16	5	DV: 30
INT: 16	5	Loot: None
PRE: 20	5%	CMR: 33
PER: 18	3	Action Phases: 6
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Claw (X2) (5d10 + 10d10), Bite (5d10 + 10d10, X2 normal, X3 Critical; those damaged must Save vs. WILL on each hit or be cursed with cannibalism; those slain will instantly arise as Zombies under his control). True Regeneration (1/Hour). Death Pact (see below).

Explanations

Malaki, The One Who Ate Flesh, appears as a four-and-a-half foot tall albinoid demonic chimp-thing, sporting six inch black talons and nasty yellow-black fangs. It is believed that Malaki was transformed unto one of The Nine due to his twisted taste for humanoid flesh. The only way to permanently destroy Malaki is to take on his curse of cannibalism, then devour his physical form.



ZEBRINA, THE DAMNED

Size: Average

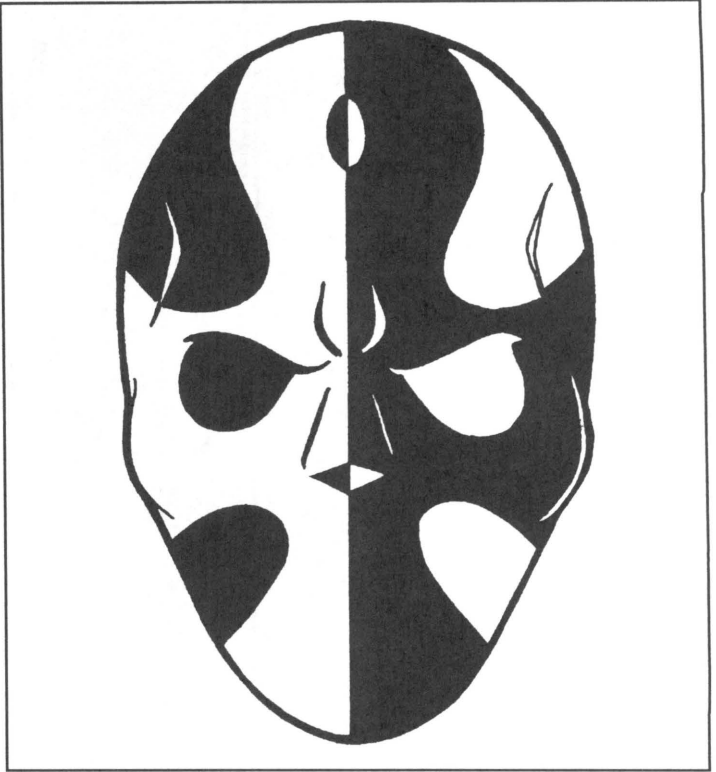
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 16	5	Hit Points: 600
DEX: 18	3	AP: 10, immune to Fire
CON: 30	4%	AV: 28
WILL: 19	2	DV: 28
INT: 19	2	Loot: None
PRE: 30	4%	CMR: 20, (100)
PER: 20	5%	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Battlemagick as 20th Level Battlemage (Fire specialty). Immune to Fire. The Stairs Of Fire (9 stairs, each causes 10d10 fire damage; must walk all 9 to physically or magickally affect Zebrina). Fly (100 CMR, due to stairs). True Regeneration (1/Hour). Death Pact (see below).

Explanations

Zebrina The Damned. Her beauty, her voice, and her vanity are legendary. Golden-skinned and slightly over six feet tall, Zebrina appears atop her wicked Stairs Of Fire, spreading her fiery death to all who refuse to bow to her beauty. While Zebrina can affect all those around her without stepping from her stairs, she herself may not be affected either magickally or physically unless one dares to walk up all 9 stairs and confront her. Due to the pacts on her stairs, each step requires 1 Action Phase to negotiate—and one may rest assured that Zebrina will be doing her best during this time to incinerate the one foolish enough to assault her. The only way to permanently destroy Zebrina is to force her to walk down her nine stairs and step off.



ISKARIOUS, THE BETRAYER OF FAITH

Size: Average

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 16	5	Hit Points: 600
DEX: 16	5	AP: special
CON: 30	4%	AV: 26
WILL: 20	5%	DV: 26
INT: 20	5%	Loot: None
PRE: 30	4%	CMR: 10, 100*
PER: 18	3	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

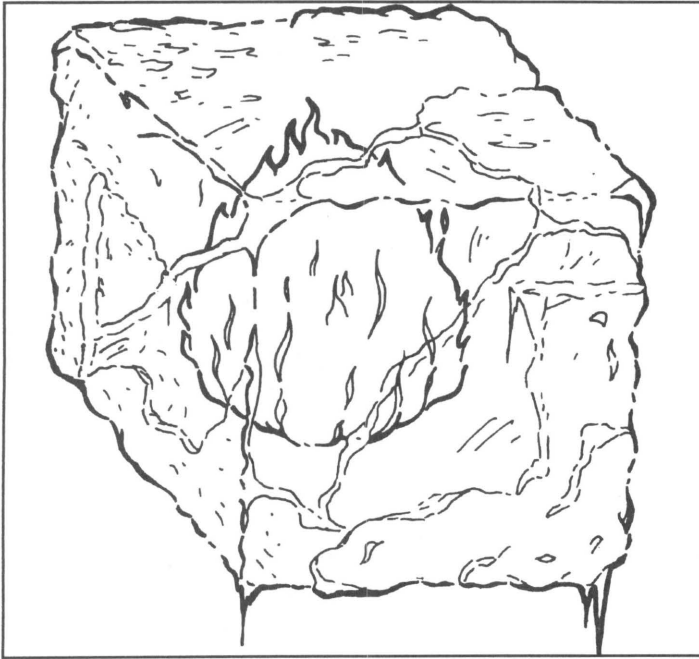
Special Stuff

Enchantment as 20th Level Enchanter. Aura Of Discord (20 Hex AOE; all Hatreds instantly triggered, no Save; others Save vs. WILL or turn against closest friend for 1 Combat Round; check at Phase 1 each Combat Round). Phase (100 CMR; at will). Special AP (only "truth" may cause damage; damage is equal to attacker's WILL; see below). True Regeneration (1/Hour). Death Pact (see below).

Explanations

It is believed that Iskarious, The Betrayer Of Faith, was a Priest who betrayed his own flock and god. His true form is practically immaterial, like the living lie that he truly is, and he can Phase at will through anything to appear elsewhere. The only way to damage Iskarious is to proclaim the truth—any truth—and direct it at him. The damage inflicted is equal to the attacker's WILL, and the attacker may attack as many times as he has Action Phases. No CV Roll is necessary, although "the truth" must be proclaimed loudly and directed at Iskarious (and the truth must satisfy the Creator, of course). Iskarious is cursed unto uttering

nothing but the most blasphemous of falsehoods, and he gets his jollies by corrupting those who hold truth as sacred. Nothing he says is true. (Trust us. We promise.) The only way to permanently destroy Iskarious is to confront him with The Truth Of Iskarious—and only Iskarious, who is cursed unto lies, can divulge The Truth.



SH-ZAK, THE EQUINOX

Size: Variable (Large to Gigantic)

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Kill Factors: 20
SPD: 15	6	Hit Points: 600
DEX: 15	6	AP: 100; special, see below
CON: 30	4%	AV: 25
WILL: 15	6	DV: 23,20,15
INT: 15	6	Loot: None
PRE: 30	4%	CMR: 25
PER: 16	5	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Battlemagick as 20th Level Battlemage (Fire and Water/Ice specialties). Equinox Attack (X2) (6d10 + 100 points of Fire damage + 100 points of Cold damage, per attack). Equinox Aura (ignites all combustibles and freezes all within 20 Hex AOE; damage is 20 Hit Points each of Fire and Ice; damage done at Phase 1 of each Combat Round). Immune to Fire. Immune to Cold. Death Pact (see below).

Explanations

Sh-Zak, The Equinox, is a being of fire and ice, composed of equal quantities of each. Sh-Zak will variably shift his form, appearing as a humanoid, half-fire, half-ice being; ranging anywhere from 12 Feet to 100 Feet tall. The only way to permanently destroy Sh-Zak is to join his divided half-fire, half-ice heart.



LELETH, THE SEDUCER

Size: Average

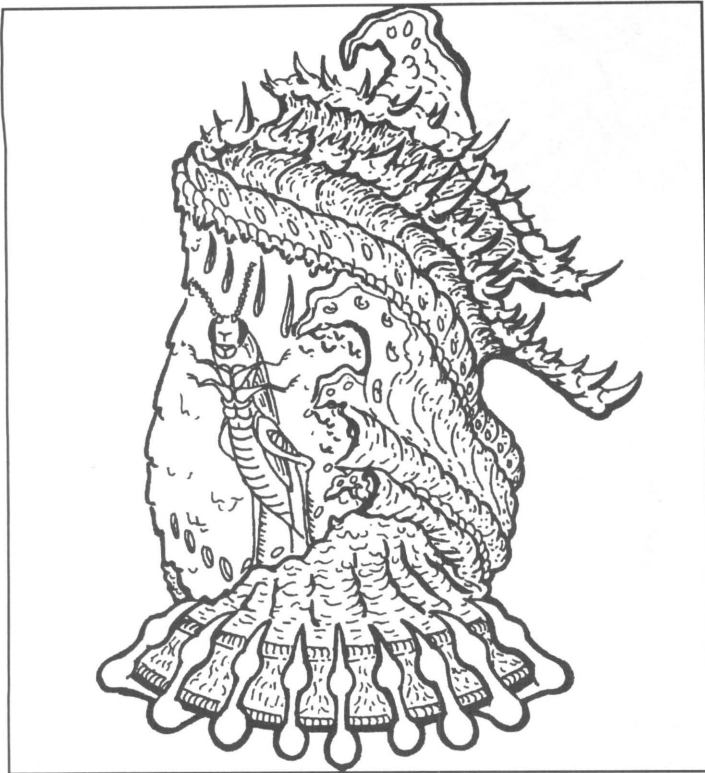
<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 18	3	Hit Points: 600
DEX: 18	3	AP: 10; special
CON: 30	4%	AV: 28
WILL: 16	5	DV: 28
INT: 18	3	Loot: None
PRE: 50	2%	CMR: 10
PER: 19	2	Action Phases: 5
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Enchantment as 20th Level Enchanter. Leleth's Lust Aura (all within 20 Hex AOE must Save vs. WILL or go Loon with lust—Creator's option as to effects; no Save for those with Karmic Manifestations dealing with hedonism; check at Phase 1 of each and every Combat Round). Leleth's Lust Touch (as above, but no WILL Save). Leleth's Soul Kiss (requires 1 full Combat Round, but totally drains the soul of the victim; no Save; only way to break free is to destroy Leleth, distract her, or physically remove self from her grasp). Special AP (must Save vs. WILL each and every time to attack her beautiful form). True Regeneration (1/Hour). Death Pact (see below).

Explanations

Leleth, The Seducer, is a comely red-haired demon-wench who exists to seduce the bodies and souls of all sentients. It is believed that Leleth once offended a powerful and vain god by denying his seduction attempts, and hence was cursed with her current soulless nymphomania. The only way to permanently destroy Leleth is to seduce *her*.



USHPOX, THE PLAGUE LORD

Size: Variable (Large to Gigantic)

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 20	5%	Kill Factors: 20
SPD: 20	5%	Hit Points: 600 to 10,000*
DEX: 20	5%	AP: none
CON: 30	4%	AV: 30
WILL: 20	5%	DV: 28,25,20
INT: 20	5%	Loot: None
PRE: 30	4%	CMR: 10, (100)
PER: 20	5%	Action Phases: 5
POWER: 100	*	Power Pool: 10,000

Special Stuff

Necromancy as 20th Level Necromancer. Plague Aura (20 Hex AOE; afflicts all with 20 Hit Points of damage from horrid demon-insects; those damaged must Save vs. CON or instantly Contract Disease—Creator's choice; occurs each and every Combat Round on Phase 1). Plague Pact (those slain by Ushpox are transformed into a 1 Hit Point demon-insect, and forced to join its community-mind). Special Hit Points (Ushpox gains 1 Hit Point per demon-insect in its community; it may have anywhere from its base of 600 to a max of 10,000). True Regeneration (1/Hour). Death Pact (see below).

Explanations

Ushpox, The Plague Lord, is a living mass of rotting, mottled greenish-brown putrid insects; a community-mind of wicked demonic insects known collectively as Ushpox. As it gains more demon-insects, Ushpox will grow in size, although it can transform its size at will. The only way to permanently destroy Ushpox is to destroy every insect associated with it—and since

Ushpox can regenerate itself from but a single 1 Hit Point demon-insect...



LUCENS, THE PROUD

Size: Large

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 50	2%	Kill Factors: 20
SPD: 20	5%	Hit Points: 600
DEX: 20	5%	AP: 100; special
CON: 30	4%	AV: 30
WILL: 20	5%	DV: 28
INT: 16	5	Loot: None
PRE: 30	4%	CMR: 10
PER: 18	3	Action Phases: 6
POWER: 100	n/a	Power Pool: 10,000

Special Stuff

Special Damage (Lucens' Doom Blade; 8d10 + 10d10, X3 normal, X4 Crit, X5 perfect 20). Special AP (Only struck by a perfect natural "20" on a d20). Vampiric Regeneration (through blade, Lucens regains lost Hit Points by causing damage to his victims; rate is 1 Hit Point regained per 1 Hit Point taken by victim). True Regeneration (1/Hour). Death Pact (see below).

Explanations

It is believed that Lucens, The Proud, was a fallen knight who was doomed by his great pride. Armed with naught by a wicked Supremum Great Sword and a golden suit of ornamental plate armor, Lucens nonetheless is an awesome opponent, and he's not a Combat Slob by any means. Lucens takes special delight in destroying those of the cloth (Sentinels, Dragonslayers, etc.), and he will never refuse any offer of single combat. The only way to permanently destroy Lucens is to kill him during single combat.

The Shadar Lords

Although endemic to The Fourth Age, when they ruled not only SenZar but the entire cosmos, The Shadar Lords' grim power enables them to supersede the normal conventions of space/time. Thus (and most conveniently for your particular Campaign Age), they can and will appear.

Despite the long gap of time since their ancient age of evil, The Shadar Lords will be at their full glorious power—the better to snuff your soul...

Dealing With Them: Unless you're a fellow Immortal, don't even try it. Not unless you've got an Artifact or two handy, and are prepared to use it. Most Shadar Lords, however, are willing to deal, even with some mortals, provided they establish their total dominance over them in some respect (and even if the mortal isn't fully aware of it...).

Really Dealing With Them: You can't, unless you can kill them.

Special Powers

Material God: Yes, each and every Shadar Lord gains the full powers and abilities of a Material God (Shadar, of course) corresponding to his Level. Briefly, they are:

First Primal
The Sight
Mindtouch
Anshadar Nemesis
True Regeneration
Spellthought
Spawn Of The Dark Earth
Druus (Language, Level 2)
Shapeshift, Order 1, at will
Prime Power

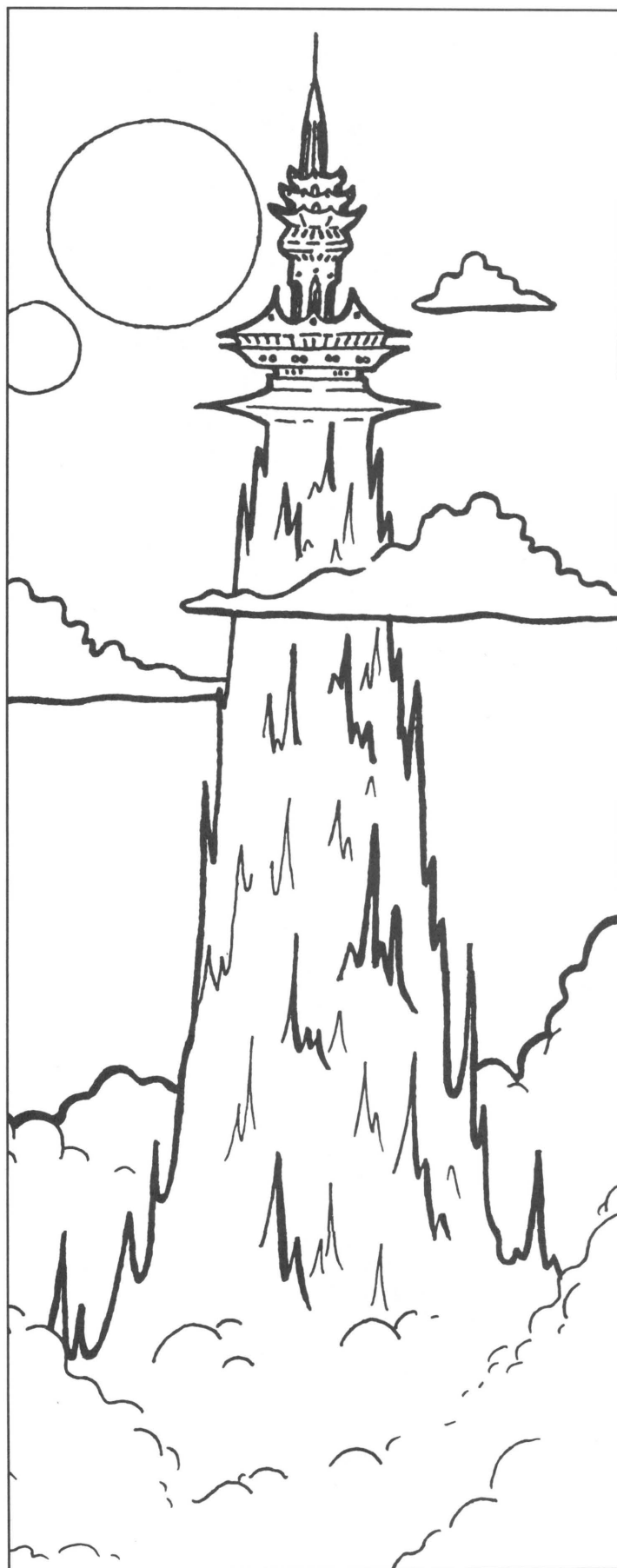
Each Power is defined fully in "The Immortal Rules" in **SenZar**.
Cost: Special; comes with Material God (Shadar) GenPackage.

Prime Power: Yes, each and every Shadar Lord has a Prime Power. Take a look at "The Immortal Rules" in **SenZar** for more info on how nasty the Prime Power can be.

Cost: Special; comes with Material God (Shadar) GenPackage.

Playing Them To The Hilt: Most Creators might find this quite difficult, as most Shadar—especially Lord Valthrustra and his evil brood—are beyond what even the most insane Humans would call "evil." Obviously, it's not nice to have to assume the role of something like these guys, especially when you're a basically good being in real life. However, these guys eat souls for a living, and they relish the fact of their total domination of all living things. Mortals are nothing more than their playthings, while Immortals are to be hunted down for their Primal. They *are* bad, and, yes, *they're even drawn that way!* So play it up for maximum lunacy, even go "over the top" if you really want to scare

your Players with all that foam comin' outta yer mouth, but remember: This is only a game. This is only a game. This is—





LORD VALTHRUSTR

Immortal Realm: Shadar
Professions: VoidSpawn/Archimage
Levels: 100/100

Sex: M
Height: 7'7"
Weight: 666 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 75	1%	Hit Points: 10,000
SPD: 50	2%	AP: special
DEX: 50	2%	AV: 140
CON: 100	n/a	DV: 140
WILL: 100	n/a	Loot: Hoarder!!!
INT: 75	1%	CMR: 100/1000
PRE: 100	n/a	Action Phases: 10
PER: 75	1%	Power Pool: 1,000,000+
POWER: 100	n/a	Primal: 1,000,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities. Total Pacting Power over all Shadar by virtue of Balance Of Power. Pact to The Four Towers, The Black Pyramid & DruusDome (all of these things together, along with The Black Point Fountain within DruusDome itself, form one of The Dragon's own 9 Power Foci; provides pool of 4,000,000 Primal which regenerates at the rate of 1 point at Midnight, once per Day). All known magicks, from all known Realms. VoidSpawn.

Prime Power

Balance Of Power. This special Prime Power is shared and linked with that of Sigil Talisman (see "The Seven Stars"), Lord Valthrustra's twin brother. Their father, Namo (The Supreme God Of Magick and absolute ruler of SenZar in its long-ago pre-historic days), Pacted them to play the roles of Dark King and

Light King (as in chess) in The Dragon's Game, should they be rash enough to try to usurp his power. They did, if only to save SenZar and the entire cosmos from destruction at Namo's hands, and since then they've played off generation after generation of Shadar and Anshadar against each other, perpetuating—and not always against their will—another cycle of The Dragon's Game. The special Prime Power allows Lord V to exercise Total Pacting Power over all Shadar, which means that he can Pact any Shadar he wishes to, at will, with no Save, simply by burning a single point of Primal.

Epithets

The Dark One. The Absolute King Of Hate. For His Glory We All Shall Die!!!

Explanations

The patience of a thousand years, the strength of the endless legions of the night, the twin of Sigil Talisman and self-styled "Heir To The Dragon," Lord Valthrustra is, without question, the single most dangerous entity in all creation, as he desires nothing less than the absolute subjugation of everything in the known and unknown cosmos, such that he himself can become The Dragon, and hence end the terrible cycle of pain which he is forced to endure. The Four Towers, The Black Pyramid, DruusDome & The Black Point Fountain are grouped together are one of The Dragon's own nine Power Foci, and it is Lord V who is the "owner" of this particular foci. In addition to all of the nifty gobs of pure Primal to which this allows him free access, the union with the foci allows him free entry into The Dragon's Breath itself, although even Lord V is reluctant to do so, unless The Script is with him.

Physically, Lord V (as only the foolish know him) chooses to manifest himself in a tall, medium-build, jet black-skinned, diabolically seductive humanoid form much akin to that of a Demonian. (Demonians are, after all, bred to resemble him.) Totally confident in his own VoidSpawn and Archimage powers, he rarely chooses to don anything save the most elaborate "ornamental" (and entirely nonmagickal) accoutrements.

Lord V hates Sigil Talisman. He believes that Sigil is obsessed by his role, and that he has betrayed the covenant that they once held as brothers. For this, and for no other reason, he would destroy him, if only he would dare—for the Pact which they share absolutely forbids them to destroy one another, for if one of them dies, then the other will die as well.

Suggested Karma:

<u>Attribute</u>	<u>Manifestation</u>	<u>Score</u>
Attitude	Grim	19
Confidence	Megalomania	19
Discipline	n/a	0
Fear	n/a	0
Greed	n/a	0
Harmony	Hatred of Sigil T.	20
Luck	Bad Luck	18
Sanity	Paranoid	16
The Anti-Life: 20	The Dark Earth: 20	



NATHRAK

Immortal Realm: Shadar
Professions: Archimage
Levels: 100

Sex: M
Height: 9'
Weight: 999 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 50	2%	Hit Points: 10,000
SPD: 50	2%	AP: special
DEX: 50	2%	AV: 90
CON: 100	n/a	DV: 88
WILL: 100	n/a	Loot: Hoarder!!!
INT: 100	n/a	CMR: 100/1000
PRE: 75	1%	Action Phases: 10
PER: 75	1%	Power Pool: 1,000,000+
POWER: 100	n/a	Primal: 1,000,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities. Shadar Steel Fangs and Claws (8d10 + 5d10; Doom, X3 Normal, X4 Critical, X5 on a "20"). Clandestine Pact to The Four Towers, The Black Pyramid & DruusDome (secretly supersedes Lord V's own, provides pool of 4,000,000 Primal which regenerates at the rate of 1 point every Midsummer's Day).

Prime Power

Pact Mastery. Nathrak has the interesting power of Pact Mastery, which allows him to comprehend, write, edit, re-write, or erase any Pact upon any being, with no Save. All he has to do is meet the Primal Cost of the Pact on a one-to-one basis.

Epithets

Keeper Of The Dragon. The Fangs Of Hate. The Master Of The North Tower.

Explanations

Nathrak is Lord V's personal Grand Vizier and chief Archimage. He is, paradoxically, perhaps Lord V's best friend and worst enemy, as his own power to edit Pacts allows him, theoretically at least, to annul any of Lord V's Pacts upon him, and perhaps even to annul that horrid Pact between Lord V and Sigil T. This has never been tested, though—at least to Nathrak's knowledge. Their "friendship," however, has not at all stopped Nathrak from secretly editing Lord V's own personal Pact with The Four Towers (and etc., etc.) to allow Nathrak clandestine access to all of the Primal generated by it.

Physically, Nathrak resembles a black, vaguely humanoid Raptor. He sports totally retractable Shadar Steel claws on both hands and feet, and when he smiles it's only to intimidate someone with his Shadar Steel fangs. During the height of his personal power, Nathrak possessed several artifacts of great power, including Namo's Purple Cloak, Namo's Ring Of Power, Nathrak's Black Book, The Skull Of Nonak, The Ravens Of Nonak, at least a dozen Void Spheres, and tons more. He was also the master of his own personal "Power Sphere," "Obsidious," which was specially pacted to store his true Primal within it, like some rudely elegant copy of a Deific God's Sphere.

Despite Lord V's personal spellcasting capabilities, Nathrak serves him as Merlin once served Arthur, and he does so with just as much static. It is this station which earns him the fear he so desperately seeks from his Shadar brethren, even moreso than his own Prime Power (which very few others know about, because Nathrak is both sneaky and somewhat paranoid).

Finally, Nathrak was compelled by Lord Valthrustra to create a cadre of Shadar bodyguards/hit men for The Dark One, to serve his beck and call, and to sow fear in all who saw them. Thus, Nathrak pacted "The Death Squad" unto Immortal existence as Shadar Lords, as well as pacted them unto total obedience to both himself and Lord V. They are, as is Nathrak himself, named after the Power Words which summon The Dragon (A'Nahl, Nathrak, etc.; refer to listings). They are sometimes referred to as "The Dragon Squad."

Suggested Karma:

<u>Attribute</u>	<u>Manifestation</u>	<u>Score</u>
Attitude	Loner	17
Confidence	Overconfident	19
Discipline	Curious	15
Fear	n/a	0
Greed	Hoard Power	19
Harmony	Hatred of Anshadar	20
Luck	Bad Luck	14
Sanity	Paranoid	18
The Anti-Life: 20	The Dark Earth: 20	



SKURGE

Immortal Realm: Shadar
Professions: VoidSpawn
Levels: 100

Sex: M
Height: 8'1"
Weight: 1000 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 100	n/a	Hit Points: 10,000
SPD: 100	n/a	AP: special
DEX: 100	n/a	AV: 200
CON: 100	n/a	DV: 198
WILL: 75	1%	Loot: Hoarder!!!
INT: 20	5%	CMR: 100/1000
PRE: 100	n/a	Action Phases: 10
PER: 30	4%	Power Pool: 1,000,000+
POWER: 100	n/a	Primal: 1,000,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities.
VoidSpawn.

Prime Power

The Pact Of The Impossible Blade/VoidSpawn. This binds Skurge and Tatternorn VoidSpawn (see "The Seven Stars" Campaign Builder) to a thrice-damned dual-aspect coexistence, similar to that of The Dragon and Chthon. It also renders Skurge/Tatternorn as the ultimate VoidSpawn, with a direct Power Foci link to The Dragon itself.

Epithets

VoidSpawn. The Beast. Master Of The South Tower.

Explanations

Skurge is the first-born spawn of Lord Valthrustra. Or, to be more precise, Skurge is the first-born VoidSpawn of Lord Valthrustra, doomed from before his blasphemous birth from Chthon's own dark and blasted womb to serve as the ultimate embodiment of The Pact Of The Impossible Blade, wherein Skurge and Tatternorn VoidSpawn share a dual-aspect coexistence as both VoidSpawn, Shadar/Anshadar, and Dark/Light.

This blasphemy is the work of Lord Valthrustra and Nathrak, who hedged the bets for their side in The Dragon's Game by setting Skurge/Tatternorn up to play both sides of the game simultaneously, to balance them out until it becomes time for Tatternorn to bear Skurge (as Skurge the blade, not Skurge the being), to ascend in power, and then, ultimately, to slay Lord Valthrustra while he is casting The Dragon's Breath, thus liberating a new Dragon, Lord V, and a new physical Skurge, who will thenceforth employ Tatternorn as a blade. Hard to swallow? Not for a Shadar Lord...

Skurge is, arguably, the ultimate killing machine. He is also doomed to exist as nothing more than his father's bully-boy, and, ultimately (at least by the end of The Seventh Age) to serve as the embodiment of The Impossible Blade. Physically, he is huge, ripped, scary, and totally devoid of any pigmentation, save for the eerie purple/blue/green magickal energies which play about his eyes. Skurge is a devious, wicked, mean, cruel, and totally crass being, even for a Shadar Lord. He is motivated by nothing more than his unspolen Fear of his father and his Hate for Tatternorn. Skurge is intelligent enough to comprehend his doomed role, but he relishes the opportunity to play his role, as long as he gets to kill, destroy, and soulsnuff as often as possible.

Skurge possesses none of the powers of his blade-form (see "Supreme Artifacts" in **SenZar**) as long as he is real and corporeal. He is compelled to serve as a blade, however, for as long as Tatternorn is alive. No one is quite sure what form the blade will take when/if Tatternorn replaces Skurge within it, although those few who are in the know seem to lean towards a nearly identical blade, albeit one with Tatternorn's soul to power it

Suggested Karma:

<u>Attribute</u>	<u>Manifestation</u>	<u>Score</u>
Attitude	Bad Attitude	20
Confidence	Overconfident	20
Discipline	Bloodlust	20
Fear	n/a	0
Greed	Lechery	20
Harmony	Hatred of Tatternorn	20
Luck	Bad Luck	20
Sanity	Paranoid	20
The Anti-Life: 20	The Dark Earth: 20	



A'NAHL

Immortal Realm: Shadar

Professions: Talisman

Levels: 90

Sex: M

Height: 6'9"

Weight: 380 lbs.

Attributes

STR: 30

SPD: 50

DEX: 50

CON: 50

WILL: 30

INT: 30

PRE: 50

PER: 30

POWER: 100

Save

4%

2%

2%

2%

4%

4%

2%

4%

n/a

Combat Stats

Hit Points: 4,500

AP: special

AV: 130

DV: 130

Loot: Hoarder!!!

CMR: 10, (100)

Action Phases: 10

Power Pool: 500,000+

Primal: 500,000+

Explanations

A'Nahl is the leader of The Death Squad, and perhaps the greatest Talisman known. A Demonian in mortal life, A'Nahl is physically beautiful, a perfect example of a "dark Silestion" as ever has there been. He serves with total devotion Lord V and Nathrak, and the causes of both The Dark Earth and The Anti-Life. In combat, he is a skilled tactician, a quick thinker, and an absolutely ruthless opponent who relishes stealing the very Primal from any Immortal opponent that he faces. His one fault is his love for the fickle Uthphas. Like the rest of the core members of his squad, A'Nahl is equipped with a special Shadar Steel bodysuit that radiates a Void-like negative starfield image when he employs his powers, the play of the swirling stars in direct proportion to the energies that he is expending (and in his unique case, bending & binding).

Suggested Karma:

Attribute	Manifestation	Score
Attitude	Grim	16
Confidence	Alpha Behavior	17
Discipline	Addiction to Uthphas	14
Fear	Lord V	11
Greed	n/a	0
Harmony	Hatred of Anshadar	20
Luck	Bad Luck	14
Sanity	Obsessive/Compulsive	14
The Anti-Life: 20		The Dark Earth: 20

Special Stuff

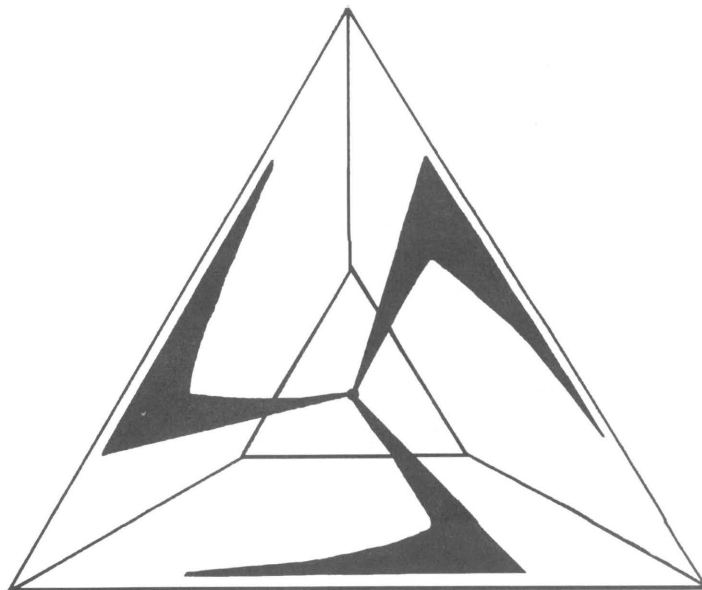
All Material God (Shadar) Special Powers & Abilities. Talisman powers. Member and "leader" of The Death Squad (see "Nathrak"). Tol-Vak (Shadar Steel bodysuit; provides AP of 1,000; Total Environmental Adaptation; Telekinetic Flight at 100 CMR; PD: 1,000).

Prime Power

Primal Bending & Binding. This allows A'Nahl to use his Talisman abilities on Primal energies just as he would upon normal Power, point per point, and life for life.

Epithets

First Fang. The Binder.



The Shadar Lords



UTHPHAS

Immortal Realm: Shadar
Professions: Shapeshifter
Levels: 90

Sex: F
Height: 6'7"
Weight: 330 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 30	4%	Hit Points: 4,500
SPD: 20	5%	AP: special
DEX: 30	4%	AV: 110
CON: 50	2%	DV: 110
WILL: 30	4%	Loot: Hoarder!!!
INT: 20	5%	CMR: 10/special
PRE: 30	4%	Action Phases: 10
PER: 30	4%	Power Pool: 500,000+
POWER: 100	n/a	Primal: 500,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities. Shapeshifter powers. Member of The Death Squad (see "Nathrak"). Tol-Vak (Shadar Steel bodysuit; shifts with form; provides AP of 1,000; Total Environmental Adaptation; Telekinetic Flight at 100 CMR; PD: 1,000).

Prime Power

Total Becoming. This allows Uthphas to totally become any creature or thing with less Primal than she herself currently has. This costs a flat 10,000 Power Points, yet allows her to totally duplicate everything about the creature, including its Special Powers, abilities, memories, etc. And she can choose to keep any/all of her own abilities, Attributes, etc., should she so choose, without disrupting or diminishing the transformation.

Epithets

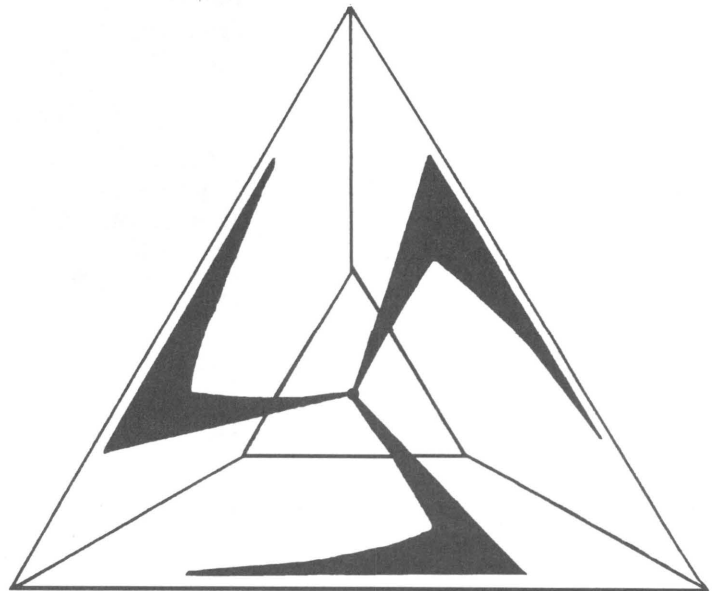
Faeyera. SoulShifter.

Explanations

Uthphas, another former Demonian and another member of The Death Squad, is the team's shapeshifting specialist. Something of a mystery even to her closest compatriots, her personalities change with her form, and she doesn't seem to care, as long as she gets to kill things for her dark masters. Seen as fickle by her potential suitors, she is in fact totally submerged in a whirling maelstrom of Multiple Personalities, and she has little care for seeking help for it, as she truly doesn't care who or what she is, as long as she gets to etc., etc. Uthphas is a master of forms, as her Prime Power would indicate, and she's not at all shy about sowing ultimate destruction upon all who dare to oppose her, including her fellow Shadar Lords.

Suggested Karma:

<u>Attribute</u>	<u>Manifestation</u>	<u>Score</u>
Attitude	Smartass	17
Confidence	Beta Behavior	14
Discipline	Bloodlust	16
Fear	Lord V	11
Greed	Hoard Forms	18
Harmony	Hatred of Anshadar	20
Luck	Bad Luck	15
Sanity	Multiple Personalities	19
The Anti-Life: 20	The Dark Earth: 18	





BEITHUD

Immortal Realm: Shadar

Professions: Stalker

Levels: 90

Sex: M

Height: 7'9"

Weight: 880 lbs.

<u>Attributes</u>	<u>Save</u>	<u>Combat Stats</u>
STR: 50	2%	Hit Points: 4,500
SPD: 50	2%	AP: special
DEX: 50	2%	AV: 130
CON: 50	2%	DV: 130
WILL: 30	4%	Loot: Hoarder!!!
INT: 30	4%	CMR: 10
PRE: 40	3%	Action Phases: 10
PER: 100	n/a	Power Pool: 500,000+
POWER: 100	n/a	Primal: 500,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities. Stalking abilities (including Stalking with 5 Mods). Member of The Death Squad (see "Nathrak"). Tol-Vak (Shadar Steel bodysuit; provides AP of 1,000; Total Environmental Adaptation; Telekinetic Flight at 100 CMR; PD: 1,000).

Prime Power

Soul Stalking. This allows Beithud to track any soul in existence, provided he is willing to expend the exact Power or Primal Cost of any magicks or artifacts that are hiding it. He needs nothing more than the name of the victim to do this; not a track, nor scent, nor anything else.

Epithets

The Soul Stalker.

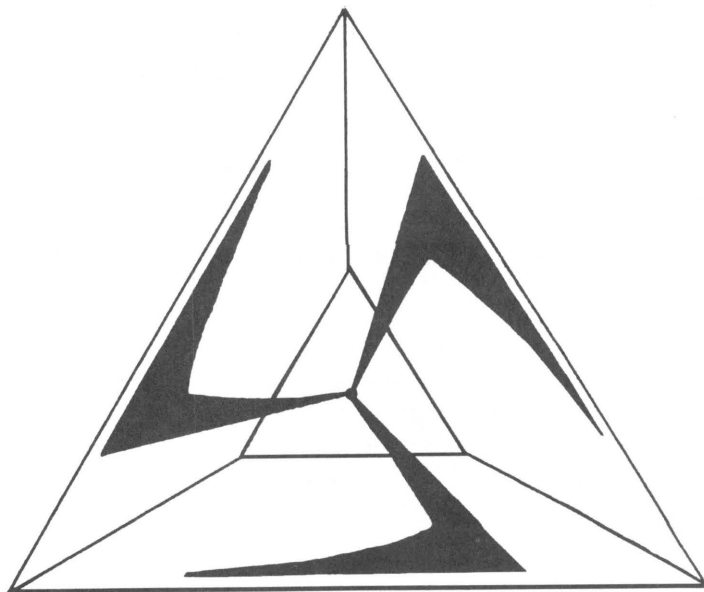
Explanations

Beithud, a former Golgothan (whose true name is virtually unpronounceable by non-Goth speakers), is the designated hunter/seeker of The Death Squad. Nothing escapes his relentless pursuit, and, if it somehow manages to elude his ludicrously high Stalking role, then he'll just crank out his Prime Power and pin the tail on your donkey. Beithud prefers to use conventional Golgothan weapons, non-magickal of course, although he won't hesitate for a second to Zen QD his pair of Valayan Blasters and blow a pair of very wide holes in you if you really tick him off by "cheating," or employing weapons that are superior to the ones which he has chosen to kill you with.

Beithud is known to be a hoarder of Techno-Toys, and he will always have access to the biggest and the baddest of them (as witnessed by his blasters). He prefers to "summon" them from the safety of his own skull-lined keep, where they are stored within a giant black crystal skull which has been artificed by Nathrak to provide a special transplanar summons, which he can tap into as per a "Mystic Summons."

Suggested Karma:

<u>Attribute</u>	<u>Manifestation</u>	<u>Score</u>
Attitude	Antisocial	18
Confidence	Overconfident	18
Discipline	Bloodlust	17
Fear	Lord V	11
Greed	Hoard Techno-Toys	18
Harmony	Hatred of Anshadar	20
Luck	n/a	0
Sanity	Obsessive/Compulsive	11
The Anti-Life: 20	The Dark Earth: 16	





DOL'KIEL

Immortal Realm: Shadar

Professions: Sentinel

Levels: 90

Sex: M

Height: 6'4"

Weight: 280 lbs.

Attributes

STR: 75

SPD: 30

DEX: 40

CON: 75

WILL: 40

INT: 30

PRE: 50

PER: 30

POWER: 100

Save

1%

4%

3%

1%

3%

4%

2%

4%

n/a

Combat Stats

Hit Points: 6,750

AP: special

AV: 120

DV: 120

Loot: Hoarder!!!

CMR: 10

Action Phases: 10

Power Pool: 500,000+

Primal: 500,000+

Explanations

Dol'Kiel, a former Starin who sold his soul to Chthon a long time ago, loves to convert all nonbelievers and infidels, just as he himself was converted. Charismatic and persuasive to an extreme, Dol'Kiel preys upon the most holy and most good souls that he can find, and since no mortal has a prayer of resisting him, he's managed to convert quite a few in his days, ravaging the ranks of the just.

No stranger to fine foods and sumptuous banquets, Dol'Kiel is a pampered fop of a Sentinel, although his flippant outward demeanor masks the true steel of his fervent compulsion to serve The Dark Earth Mother (and Lord V, and Nathrak) above all others.

Suggested Karma:

Attribute	Manifestation	Score
Attitude	Snob	18
Confidence	Overconfident	19
Discipline	Bloodlust	16
Fear	Lord V	12
Greed	Hoard Converts	19
Harmony	Hatred of Anshadar	20
Luck	Bad Luck	12
Sanity	Obsessive/Compulsive	11
The Anti-Life: 20	The Dark Earth: 20	

Special Stuff

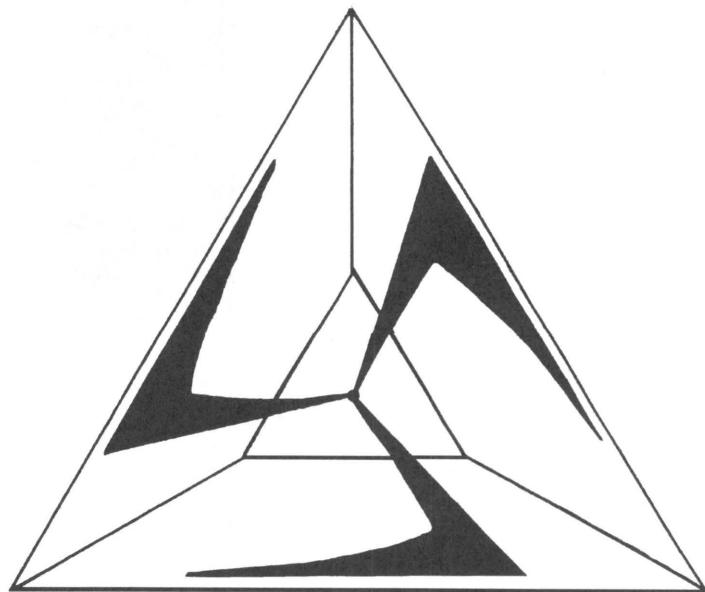
All Material God (Shadar) Special Powers & Abilities. Sentinel powers. Member of The Death Squad (see "Nathrak"). Tol-Vak (Shadar Steel bodysuit; provides AP of 1,000; Total Environmental Adaptation; Telekinetic Flight at 100 CMR; PD: 1,000).

Prime Power

Conversion. With a successful Presence Attack, Dol'Kiel can convert any who dare to listen to him to The Dark Earth and Anti-Life Codes (Creator's option how many points; we suggest at least 1 point per number PRE Attack failed by). He doesn't have to spend any Power to do this.

Epithets

The Dark Mother's Voice.





DIEN'VEY

Immortal Realm: Shadar
Professions: Mystic Assassin
Levels: 90

Sex: F
Height: 6'1"
Weight: 135 lbs.

Attributes	Save	Combat Stats
STR: 30	4%	Hit Points: 3,600
SPD: 75	1%	AP: special
DEX: 50	2%	AV: 130
CON: 40	3%	DV: 130
WILL: 50	2%	Loot: Hoarder!!!
INT: 40	3%	CMR: 10
PRE: 40	3%	Action Phases: 10
PER: 75	1%	Power Pool: 500,000+
POWER: 100	n/a	Primal: 500,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities. Mystic Assassin powers. Wyrmspawn. Member of The Death Squad (see "Nathrak"). Tol-Vak (Shadar Steel bodysuit; provides AP of 1,000; Total Environmental Adaptation; Telekinetic Flight at 100 CMR; PD: 1,000).

Prime Power

The Kiss Of Death. Allows DienVey to apply her luscious lips to those of any victim, instantly and irrevocably snuffing their soul if they're mortal, and stealing 1 Point of Primal per Phase from them if they're Immortal. This costs no Power to employ, though she is forever cursed to cease its function, even for a moment.

Epithets

The Kiss Of Death.

Explanations

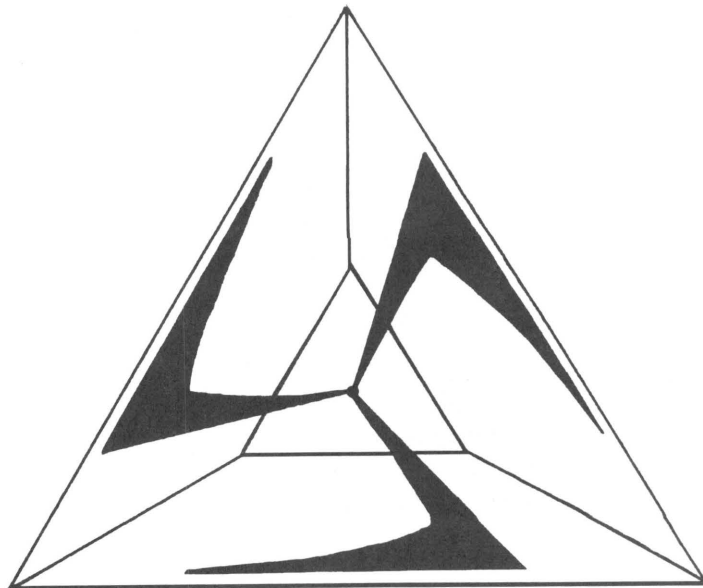
DienVey, a once and forever Demonian and member of The Death Squad, is perhaps the most tragic of those who serve Lord Valthrustra and his minions, for she truly desires to express herself in love, yet is forever denied such pathetic emotions because of her lethal power. Thus, she hides her true emotions behind a mask of black basalt, her almond-shaped sepia eyes as dead as the thrice-damned soil of The Void Moon, her personal sign.

A true Wyrmspawn, DienVey is perhaps the most capable warrior on the squad, equally adept at both armed and unarmed Black Wyrms combat. And though she prefers to deal with her victims unarmed for obvious reasons, she is not above mystically summoning any number of Shadar Steel Artifact-level weapons to deal with especially powerful opponents.

It is ironic that her feelings for A'Nahl run so deep, as, of all members of her squad, he is best able to defend himself from her deadly powers, yet, as would be expected, his own love for Uthphas blinds him to her. Fortunately, DienVey is bound, as are all members of the squad, from visiting harm upon a fellow member. At least directly...

Suggested Karma:

Attribute	Manifestation	Score
Attitude	Antisocial	16
Confidence	Overconfident	14
Discipline	Addiction To A'nahl	16
Fear	Lord V	11
Greed	n/a	0
Harmony	Hatred of Anshadar	20
	Hatred of Uthphas	14
Luck	Bad Luck	17
Sanity	Depressive	14
The Anti-Life: 20	The Dark Earth: 20	





RAL MOKARR

Immortal Realm: Shadar
Professions: Alchemist
Levels: 100

Sex: M
Height: 5'4"
Weight: 100 lbs.

Attributes	Save	Combat Stats
STR: 30	4%	Hit Points: 3,000
SPD: 30	4%	AP: special
DEX: 30	4%	AV: 70
CON: 30	4%	DV: 70
WILL: 100	n/a	Loot: Hoarder!!!
INT: 100	n/a	CMR: 10
PRE: 40	3%	Action Phases: 7
PER: 30	4%	Power Pool: 1,000,000+
POWER: 100	n/a	Primal: 1,000,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities. Alchemical powers. Creator of the Mokarr race. Tons of weapons, golems, and artifact-level alchemical toys. Ral's Quintessent Bodysuit (Total immunity to all things of Alchemy; Polarized; provides AP of 1,000; Total Environmental Adaptation; Telekinetic Flight at 100 CMR; PD: 10,000).

Prime Power

Creation. This allows Ral to instantly create a Greater Creation by the simple expenditure of 10,000 Power Points. Any stats/powers/abilities with which he is personally familiar may be used in this 1 Action Phase operation.

Epithets

The Creator.

Explanations

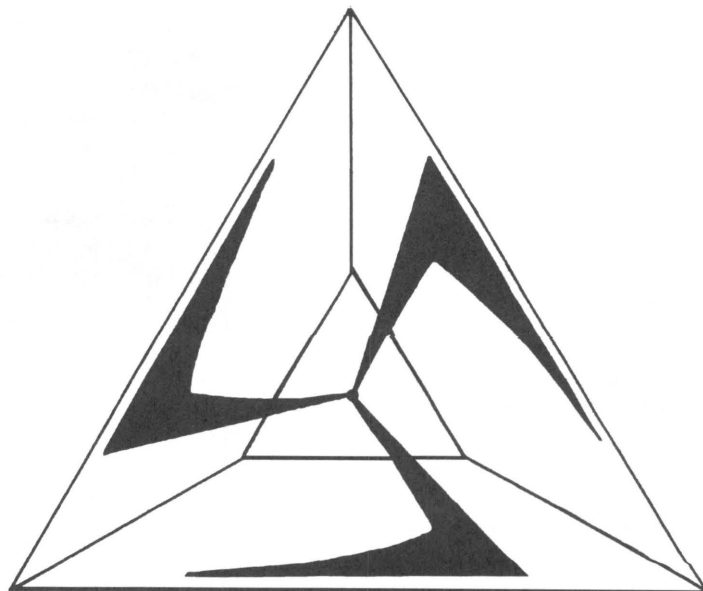
The creator of the Mokarr race, Ral Mokarr is perhaps the sole redeeming quality of the entire Shadar population, as he is perhaps the only member of the entire thrice-damned contingency to actually appreciate the creation of life, instead of its destruction.

Still, Ral is a devoted, if somewhat reluctant servitor of darkness, as his many blasphemous creations will readily attest (the "Mortogolem" and "Shadar Steel Battle Golem," just to name a few). Though quite adept at creating engines of rampant destruction (such as any of his many weapons, some of which are detailed in "Artifacts" in *SenZar*), Ral still is affected by his own sense of creation over destruction, and he constantly seeks new ways to "sneak" a few "good" things into Lord V's overwhelmingly evil schemes. It should be noted, however, that Ral's definition of "good" isn't quite what most folks would hail as beneficial to the common weal, as "good" means nothing more than "yay, it lives!" to Ral.

Ral Mokarr resembles physically the prototypical Mokarr male, although it is generally hard to see him within his Quintessent Bodysuit, which renders him totally immune to all alchemical effects, yet which makes him resemble a gleaming foil Mokarr candy bar.

Suggested Karma:

Attribute	Manifestation	Score
Attitude	Loner	14
Confidence	Beta Behavior	14
Discipline	Curious	19
Fear	n/a	3
Greed	Hoard Creations	19
Harmony	Hatred of Anshadar	14
Luck	n/a	0
Sanity	Manic	18
The Anti-Life: 12	The Dark Earth: 14	





RHADAMANTHYS

Immortal Realm: Shadar
Professions: Inquisitor
Levels: 90

Sex: M
Height: 6'9"
Weight: 280 lbs.

Attributes	Save	Combat Stats
STR: 20	5%	Hit Points: 2,700
SPD: 40	3%	AP: special
DEX: 30	4%	AV: 65
CON: 30	4%	DV: 65
WILL: 75	1%	Loot: Hoarder!!!
INT: 50	2%	CMR: 10
PRE: 50	2%	Action Phases: 6
PER: 50	2%	Power Pool: 500,000+
POWER: 100	n/a	Primal: 500,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities. Inquisitor powers. Seat Of Judgement (Shadar Steel; provides AP of 1,000; Total Environmental Adaptation; Telekinetic Flight at 100 CMR; Power Pool of 100,000 Points; PD: 1,000).

Prime Power

Final Judgement (see below).

Epithets

The Judge Of The Living And The Dead.

Explanations

A true freak among freaks, Rhadamanthys serves as the "Judge" of any and all who dare to seek audience with Lord Valthrustra. His one purpose: To enter unto a direct, one-to-one soul-link

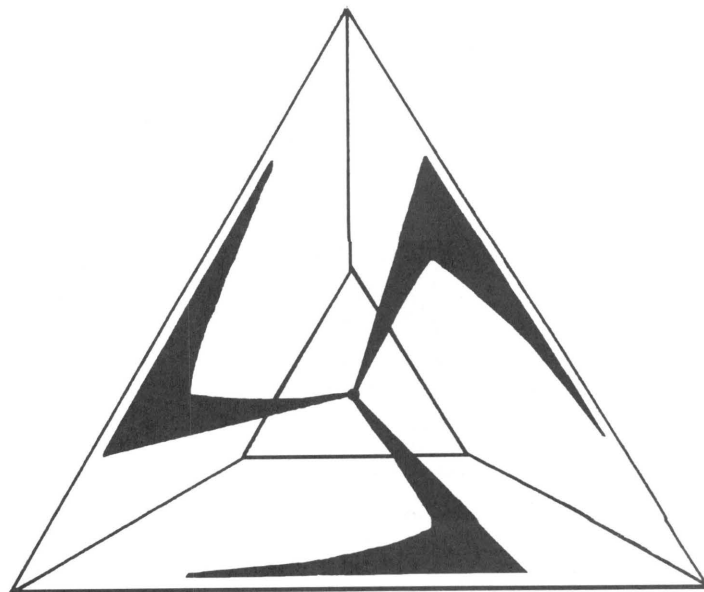
with another sentient, read its soul (and find out its exact Karma & Codes, with No Save), then render "Final Judgement," where-in Rhadamanthys may choose to totally snuff out forever the victim's soul if the victim has but 1 point in either "The Good Earth" or "The Cause." If Rhadamanthys decides to render it, then he can choose to burn 1 Power Point per 1 Hit Point of damage he chooses to inflict upon the victim, with no limit to the possible damage except when he runs out of Power Points, with no Save. Fortunately, if you have but 1 point in either of the two "bad" Codes (see "Codes"), then Rhadamanthys can't do anything to you, except blast you with his Mystic Powers.

However, this total lunatic watchdog of darkness is kept on a rather short leash, held first by Nathrak, his immediate court superior, and ultimately by Lord Valthrustra himself. While Rhadamanthys will scan anyone who comes into Lord V's presence in the courtroom of The Dragon Palace (of The Fourth Age), he will not seek to attack unless given free leash by his masters to do so.

Physically, Rhadamanthys looks like a leprous Demonian dressed in tattered black rags, sitting upon (some would say surgically attached to) his hovering Seat Of Judgement, where his vile drool and wicked Druus lisp assail all who appear before him.

Suggested Karma:

Attribute	Manifestation	Score
Attitude	Grim	20
Confidence	Beta Behavior	16
Discipline	Bloodlust	18
Fear	Lord V	13
Greed	Hoard Judgements	14
Harmony	Hatred of Anshadar	20
Luck	Bad Luck	15
Sanity	Paranoid	19
The Anti-Life: 20	The Dark Earth: 20	





SKAYTHE

Immortal Realm: Shadar
Professions: Necromancer
Levels: 90

Sex: M
Height: 6'11"
Weight: 180 lbs.

Attributes	Save	Combat Stats
STR: 30	4%	Hit Points: 3,600
SPD: 30	4%	AP: special
DEX: 40	3%	AV: 65
CON: 40	3%	DV: 65
WILL: 50	2%	Loot: Hoarder!!!
INT: 50	2%	CMR: 10
PRE: 50	2%	Action Phases: 7
PER: 30	4%	Power Pool: 500,000+
POWER: 100	n/a	Primal: 500,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities.
Necromancer powers.

Prime Power

Forced Summoning. This allows Skythe to instantly summon any creature of The Pit that he desires, up to and including Chthon herself. This costs Skythe a measly 1 Power Point per Kill Factor of the creature. This is limited only by the necessary physical contact of his twin, Skythe, who must be touching Skythe for either of their Prime Powers to work.

Epithets

Master Of The East Tower. Keeper Of The Gate.

Explanations

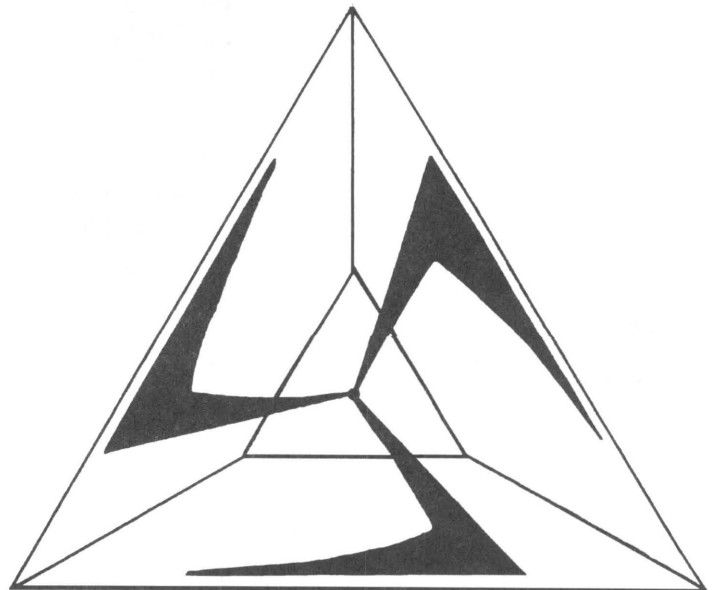
Skythe and Skythe are twins born of Lord Valthrustra's magicks and a frustrated Dark Earth Mother. They are Skurge's little brothers, and are treated as nothing less than the plague itself by him. Skythe is the appointed Master Of The East Tower in Zengara, and it is from there that he summons all manner of PitSpawn to his side, mainly to populate the East Tower with all manners of mischief.

As the chief summoner of the Shadar Lords (not to mention Lord V's dark spawn), Skythe is afforded rare respect, for his services are continually in high demand. And, naturally, he is rewarded quite well for performing them, as his vast store of relics, Artifacts, and untold riches will attest. Too bad these are protected by more PitSpawn than even Skurge could shake a stick at.

Skythe is commonly known as the "Keeper Of The Gate," a reference to his power to summon The Dark Earth Mother. The gate is his sign, and it is rumored that more than one million of them, all guarded by PitSpawn, exist within the non-Euclidean confines of his tower.

Suggested Karma:

Attribute	Manifestation	Score
Attitude	Snob	14
Confidence	Overconfident	19
Discipline	Addiction to Skythe	17
Fear	n/a	0
Greed	Hoard Things Magick	19
Harmony	Hatred of Anshadar	20
Luck	Bad Luck	14
Sanity	Paranoid	14
The Anti-Life: 20	The Dark Earth: 20	





SKYTHER

Immortal Realm: Shadar
Professions: Necromancer
Levels: 90

Sex: M
Height: 6'11"
Weight: 180 lbs.

Attributes	Save	Combat Stats
STR: 30	4%	Hit Points: 3,600
SPD: 30	4%	AP: special
DEX: 40	3%	AV: 65
CON: 40	3%	DV: 65
WILL: 50	2%	Loot: Hoarder!!!
INT: 50	2%	CMR: 10
PRE: 50	2%	Action Phases: 7
PER: 50	2%	Power Pool: 500,000+
POWER: 100	n/a	Primal: 500,000+

Special Stuff

All Material God (Shadar) Special Powers & Abilities.
Necromancer powers.

Prime Power

Forced Binding. This allows Skythe to instantly bind any summoned creature of The Pit to his service, up to and including Chthon herself. This costs Skythe a measly 1 Power Point per Kill Factor of the creature. This is limited only by the necessary physical contact of his twin, Skaythe, who must be touching Skythe for either of their Prime Powers to work.

Epithets

Master Of The West Tower. Master Of The Key.

Explanations

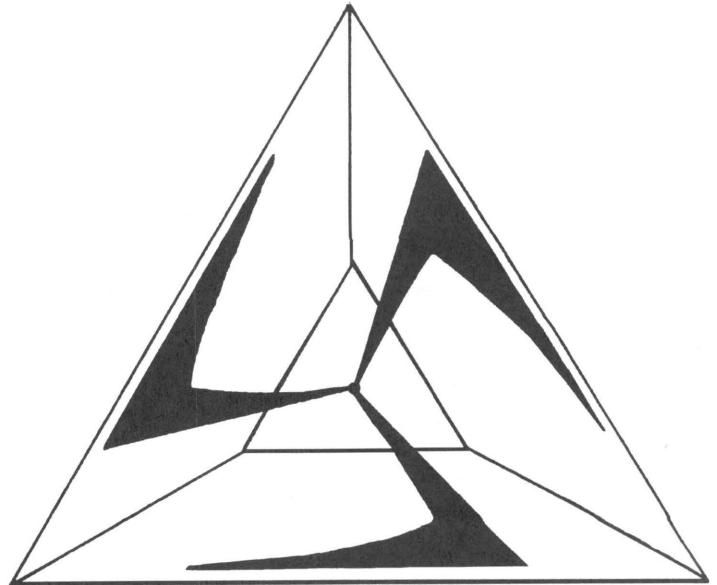
The chief binder of the Shadar Lords, Skythe is regarded by his Shadar kin with nothing less than awe for his ability to bind The Dark Earth Mother herself to his will. This, however, must be taken in its proper perspective: Skythe can do nothing without his twin, Skaythe, and they are limited in their abilities without one another. Also, not even someone as bold as Lord Valthrustra would dare to summon, let alone to bind The Dark Earth Mother herself, unless the situation was entirely dire, and there was an extremely good reward waiting for her for her troubles.

Both Skythe and Skaythe strongly resemble their father, although Skythe is perhaps the more notable of the two, if only because he has taken the trouble to raise his own Presence to suit his reputation as "Master Of The Key." Despite his extreme efforts to boost his own personal prestige, Skythe (and Skaythe, too) is constantly insulted by Skurge, who pretends not to be able to tell them apart, nor even to care to be able to.

Both brothers are hoarders of things magick, as well as of souls. They will be well armed at all times, and well guarded by all manner of creatures best left in The Pit. And while both are connected to a tower, they are unable to draw Primal from it, as Lord V has reserved that for himself (and Nathrak, too).

Suggested Karma:

Attribute	Manifestation	Score
Attitude	Snob	16
Confidence	Overconfident	19
Discipline	Addiction to Skaythe	17
Fear	n/a	0
Greed	Hoard Things Magick	19
Harmony	Hatred of Anshadar	20
Luck	Bad Luck	15
Sanity	Paranoid	15
The Anti-Life: 20	The Dark Earth: 20	



RACES & FREAKS

Ready for a new challenge, or possibly a new headache or two in your campaign? If so, then feel free to incorporate these new Races and Freaks in your campaign.

Choosing A Race Or Freak: The player may choose his PC's chosen Race or Freak from any of the following listings. Each different has its particular strengths, weaknesses, advantages, and disadvantages.

Maintaining The Balance: This time, the balance is for the Creator to maintain, for he is the one who must allow the new Race or Freak into his campaign. It should be noted that some of these new Races and Freaks can, and probably will imbalance an "average" campaign (if any SenZar campaign can ever be called "average"). Therefore, we must strongly suggest that the Creator consider deeply introducing these new Races and Freaks into his campaign. Especially the Luckster and the Vampyr (for reasons that we hope are obvious).

GenMax: This is the maximum possible Attribute with which a PC of that particular Race or Freak can start the game. It is not possible to supersede the GenMax barrier until the character actually begins adventuring, and "saving" his "Fate Points" to raise his Attributes.

Average Adult Size: This is merely the "middle range" for the majority of the Race. As you will note, the ranges for both Height and Weight are "spanned" by a convenient number which can be randomly determined on conventional dice. If desired, the Player may select his PC's Weight and Height himself, or use dice to randomly determine them from the middle range. Conversely, if desired, the Player may choose to totally ignore the middle ranges, and choose to make his PC taller than, shorter than, heavier than, or lighter than the middle range of his particular Race—within reason, of course.

Average Lifespan: As with the Average Adult Size, this is nothing more than a "middle range" expression. In all probability, the PCs will never live to reach that lofty old age, or will become immortal before ever nearing that point. (Some are technically "immortal" already for being their particular Race or Freak.) It's merely a convenient guideline, or campaign-flavorer, for potential PC-expiration.

CMR (Combat Movement Rate): This is the measure of the typical Combat-related movement rate of the Race. This includes normal walking, running, jumping, and most other forms of "ground-based" movement. This measurement is used almost exclusively for the use of tabletop miniatures, where "Hex Paper" is used to give both Player and Creator alike a more firm idea of where The Good Guys and Bad Guys are during a Combat. Each Hex equals about 6 Feet, or roughly 2 Meters. (Feel free to translate 1 Hex into 10 Feet. It works just as well in the game, as long as you stay consistent with one measurement or the other.)

The majority of Races have the standard 5 CMR, with the extremes having typically 1 more or 1 less. A PC with an CMR of 5 could move up to 5 Hexes in a single Action Phase. The specifics are dealt with in "Combat." Some Races, such as the Gargoyle, will have the ability to fly, or to move in ways other than "normal." This movement rate is based upon the Race's CMR, typically with a multiple to express it. (The Drakkan's CMR is 8, while his flight is at 4X his CMR, which equals a Flying CMR of 32.)

GenPackage: This is the "basic starting package" of Skills, Special Powers and abilities that the Race or Freak begins with. They are all FREE and COST NOTHING—even the Special Powers! This means that if the Special Power is listed in the GenPackage, then you don't have to pay for it! In order to learn new Skills, Spells, or Martial Arts the PC will have to spend DT (Down Time) in between or during adventures.

Skill Duplication: Races and Freaks that have a Skill that is duplicated within their chosen Profession may take a free Mod to that Skill.

Fate Points: All Races and Freaks begin with 100 Fate Points. These are used to pay for Attributes, Special Powers, etc. (See "Character Generation" for more info.) It should be noted that there is no additional Fate Point generation bonus for the Vampyr. (That particular Freak package works as an "overlay" of an existing Race/Profession/Freak, and thus grants no bonus Fate Points at generation time.)

Language: This typically is the native tongue of the Race, and the PC is considered to be totally fluent in it, with any "reading" or "writing" skills if applicable (see "Languages" for more info).

Note: "Common" or "Common Zengaran" is the most popular Language spoken on SenZar, and is almost a necessity for adventuring in the "civilized" areas. If it's not in the Race's GenPackage, then pick it up during DT at the earliest possible convenience.

Natural AP: This is the measure of the Race's or Freak's innate, natural AP, or Armor Protection. This AP can never be taken away, as in taking off a suit of armor. But armor can be worn over Natural AP (in most cases), and the resulting total AP will be the total of the two numbers. Thick hides, scaly or horny epidermis, or simply sheer physical toughness are the factors in determining this.

Body Weaponry: This is the expression of the Race's or Freak's claws, fangs, wings, or whatever else that act or can act as natural weapons. Normally, only a +1 DC is added.

Final Words: Consider the addition of these Races and Freaks to your game as an option, not as a mandate. They can, and probably will, imbalance most campaigns. Not that we really care about imbalancing your campaign...



ARACHNOID

Dwellers in darkness, the Arachnoids make their home deep within the black bowels of The Midnight Realm, where they usually live without fear of the fierce and often racist predations of the rest of SenZar's mainly humanoid and humanocentric Races.

Because they are not standard humanoids, the Arachnoids are often viewed with disgust, distrust, and, most of all, with fear; often labeled as "monsters" and dealt with accordingly. This most Human of reactions is probably the catalyst for the Arachnoid predilection towards xenophobia and their reluctance to dwell close to, let alone to interact with, the humanoid Races.

This is a tragedy, for the Arachnoids have much to offer to the rest of the world. Theirs is a culture rich in skilled craftsmanship (being a natural-born weaver is quite a gift), aesthetic and philosophical appreciation, and courage born of the constant need to defend themselves from those who would hunt them as nothing more than creatures. They are capable of spellcasting, as well as more than capable of physical action. In fact, the central focus of their small, close-knit communities is keeping themselves hidden well enough to avoid casual detection while at the same time earning their living from the cruel and unforgiving Midnight Realm. As such, Arachnoids are highly developed in the illusory and deception-based areas of magick, as well as especially skilled in the hunting-seeking areas. And anyone who doubts it

is welcome to try to find, let alone take out, a single Arachnoid community.

Physically, the typical Arachnoid is larger, stronger, and more capable of self-preservation than many who hunt it. They have four quite capable "arms" and four "feet," both ending with more digit than claw, though what claws they do possess are quite sharp, and capable of inflicting damage.

As distant relatives of spiders, they do possess a venom, although its potency has devolved to nothing more than a paralytic venom due to its lack of use throughout the millennia. Just as a Human is loathe to bite another, so is the Arachnoid, who, just as the Human, feels that this action lowers him to something which he is not: an animal.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	17
Speed	16
Dexterity	18
Constitution	16
Willpower	15
Intelligence	15
Presence	17
Perception	18
Power	15

Average Adult Size

Height: 7' - 8'

Weight: 500 - 750lbs

Average Lifespan: 250 years

CMR: 10, 6*

Natural AP: 4

GenPackage: 100 Fate Points. Gloom Sight. Infravision. Ultravision. Body Weaponry (Claws) +1DC. Venom (Fangs; +1DC, Paralysis for 20 Minutes - 1 Minute per point of Con if even 1 Hit Point is done; No Save, although those with a CON of 20 or higher or any form of Regeneration are immune). Basal Regeneration (1 Hit Point per Day). Languages: Arak (native tongue, Level 2), DarkSpeak (Level 1). Web Crawling (at 1X CMR). Climbing (5 Mods). Web Generation (for purposes of web building, wrapping prey; webs have AP 5). Art (pick 1; usually Weaving). Stealth (1 Mod). Ambush.



GARGOYLE

Once hunted down and persecuted without remorse by the misled forces of good, the Gargoyle was once and still is often mistaken for a creature of The Pit.

In fact, nothing could be farther from the truth, as the origins of the proud Gargoyle race are much the same as those of the majority of the inhabitants of SenZar: The Gargoyle race was spirited to SenZar by The Death Horde itself, who totally ravaged and all but demolished the Gargoyle homeworld, Gargo; its majestic mountain peaks and lofty stony heights reduced to highly radioactive rubble, forevermore marked by the black hand of The Horde in the long-lived and never-forgiving collective memory of all Gargoyles.

However, unlike the majority of the other races, who chose to mingle among themselves after the expulsion of The Death Horde, the fiercely independent Gargoyles chose to remove themselves from the motley admixture of races, in order to pursue their former lives of peaceful isolation, passive introspection, and pacific indulgence in all things of goodness and light.

Yet their pursuit of all things good could not ward the Gargoyle race from the inevitable predations of the other races of SenZar, notably the Human race and their Rellian devotees, who viewed the Gargoyles as nothing less than the Dark Spawn of Chthon herself. It is thus no small wonder that the Gargoyles hold the Humans, and especially the Rellians, in contempt, and will have little to do with them if given a choice.

There are times, however, when a Gargoyle is called from within to roam the world of man, perhaps to set some great wrong right or to help those who cannot help themselves. It is only then that the Gargoyle will descend from his hidden home at the tops of the most lofty peaks to enter unto the world of man.

Creator's Note: It should be noted that the Human conception of the "guardian" Gargoyle, which is often seen in idealized form atop some of their more notable structures, is based upon observation of the actual Gargoyle practice of deep, inner contemplation, which is often carried out atop a lofty peak, or upon the ledge of a tall chasm. The Gargoyle will often seek out a suitable perch upon which to meditate, and will more often than not spend many hours there in deep contemplation, moving not a muscle during the entire time.

The Gargoyle is a mighty flier, and can soar to heights which few other living things can endure. The Gargoyle's adaptation to its lofty mountaintop environment allows it to exist quite well with a reduced oxygen intake, and its rock-hard flesh protects it from the harsh weather conditions which often plague its chosen domain.

The Gargoyles often share their remote homelands with the Drakkan, with whom they interact peaceably at most times.

ATTRIBUTES

Strength	19
Speed	14
Dexterity	14
Constitution	19
Willpower	16
Intelligence	15
Presence	17
Perception	16
Power	15

GENMAX

Average Adult Size

Height: 7' - 8'

Weight: 750 - 1,000lbs

Average Lifespan: 1,000 years

CMR: 8

Natural AP: 10

GenPackage: 100 Fate Points. Body Weaponry (Claws, Wings) +1DC. Basal Regeneration (1 Hit Point per Day). Flight (X4 CMR). Eagle Eyes (1 Mod). Gloom Sight. Stealth. Gargo (Language, Level 2). Language (Select 1).



KALAMARI

Creatures of Shadow itself, the Kalamari are feared as are few other Races, for they feel that they are the natural masters of all that they survey, conquering and enslaving all who make the dread mistake of fascinating them, and totally eradicating any who dare to oppose them.

As creatures of Shadow, they are naturally endowed with the ability to Shadow Travel, which allows them and anything that they can personally carry to transport from Shadow to The Prime, and vice versa. This Special Power requires but 1 Action Phase to employ, and, naturally, it may be used at will. Also, they are skilled telepaths, much like the K'ryl and Nazar Ethans, and it is with this ability that they will pick your brains apart.

Special Powers aside, the Kalamari are formidable enough in their practice of the magickal arts, specifically those of Mysticism. Their Mystic Spellthought allows them to cast any mystic spell in but 1 Action Phase, no matter its normal casting time. The reason they are able to do this is fairly simple: the oversized cranium of the average Kalamari displaces roughly twice the volume of that of the average Human, and most of that volume is highly reactive to rapid-fire nervous stimulation. Thus, their brains function as mystic superconductors, granting them a Special Power that is, granted, somewhat limited, yet that is typically reserved for Immortals only.

Culturally, the Kalamari are, as a Race, mean, cruel, domineering to those weaker than they themselves are, nasty, ill-tem-

pered, and totally unable to tolerate those of lesser intellectual capabilities. They believe that all other sentients should be either their slaves or their food, and not necessarily in that order. Thus, it is ironic to note that their modified mandibles (their "tentacles"), with which they ingest their own food, should taste so much like the meat of the squid which they resemble.

Cannibalistic cuisine aside, the Kalamari will conquer a world in The Prime, rape it of its treasures, then move on to a new world to conquer. This process generally takes a few decades, but the long-lived Kalamari don't seem to mind: in the meantime, they send out scouts via Shadow to several potential worlds in The Prime, the better to plan their newest conquest. The highly ordered, extremely patient, and supremely disciplined Kalamari function more or less as a "collective" or a "hive," if you will; with the "greater good of the communal mind" being served by each and every individual—whether he likes it or not.

ATTRIBUTES

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	15
Speed	15
Dexterity	15
Constitution	16
Willpower	18
Intelligence	18
Presence	17
Perception	16
Power	15

Average Adult Size

Height: 6' - 7'

Weight: 100 - 200lbs

Average Lifespan: 1,000 years

CMR: 6

Natural AP: 2

GenPackage: 100 Fate Points. Infravision. Body Weaponry (Claws, Tentacles) +1DC. Basal Regeneration (1 Hit Point per Day). Telepathy. Mystic Spellthought (all spells of Mysticism are cast in but 1 Action Phase). Shadow Travel (at will). Mind Mastery. Stealth.



LUCKSTER

A true, true Freak, the Luckster is a being with the uncanny ability to affect the laws of probability through both conscious and unconscious effort.

While most of us have to cheat in order to win, some, like the Luckster, are born lucky, and just continue to get luckier and luckier as they go along. Whether this is a physical, mental or spiritual mutation is unknown, and there has yet to be a Luckster unlucky enough to be caught and lend itself to a thorough dissection.

More often than not, the Luckster is totally unaware of his special powers for quite some time, often chalking up his good fortune to the whims of the gods, good karma, or something equally absurd. In truth, although the Luckster is born with his powers, it is not until he consciously makes the connection "Hey! I can do that!" that he truly begins to progress in his own "Profession." Perhaps this is why the Luckster often has another Profession in his inventory, as the "discovery" of his own powers often does not come until he has already set his lucky rabbit's foot down another professional path.

As the Luckster grows in both personal power and self-awareness of what he truly is, his unique powers transform from the subconscious level to the conscious level, allowing him to consciously manipulate the very fabric or causal reality. In fact, by the time that the Luckster reaches his upper tier of personal power, he can manipulate practically any form of dice-expressed

probability found within the SenZar game. This includes not only the ability to affect others and their dice rolls, but also to simulate the burning of Fate Points, which is probably as good a cheat as there is.

And, as with burning Fate Points, the Luckster can choose to use any of his powers after the fact, although this is bound by the same rules as are Fate Points (refer to **SenZar** for more info on the limitations). This means that the Luckster can roll the dice, watch a poor roll turn up, then simply burn his Power Points to augment the roll. This normally takes no game time whatsoever, and does not usually cost the felonious Luckster an Action Phase (although the Luckster is usually limited to one particular expenditure of Power Points per Action Phase, at least until he gains a certain plateau of personal power).

As with most Freaks, the Luckster can hail from any Race. It is, however, quite amusing to restrain the Luckster to some of the more "puny" Races, if only to underscore his uncanny luck.

Creator's Note: If you're really ready to gnash your teeth in total frustration—or if you've a keen interest in seeing how even your best laid plans and plot devices can be blasted into smithereens by the uncanny Luckster—then go ahead and incorporate one into your campaign. Just don't let him convince you to let him play a dual-Profession Luckster/VoidSpawn, or something equally as heinous...

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMAX

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* = limited to Racial GenMaxes

GENERATION PACKAGE

100 Fate Points. Probability Manipulation (Primary Power Progression). Primary Combat. GenPackage of Base Race. Any 1 weapon. Must have "0" in "Luck" in "Karma."

Luckster Stuff

<u>Order</u>	<u>Effect</u>	<u>MinPower</u>	<u>Cost</u>
1	+1 to AV or DV	10	1 per
2	+1 to Damage	20	5 per
3	+1 to Skill Rolls	30	10 per
4	+1 to Saves	40	25 per
5	+/- 1 to AV/DV/Damage, Others	50	50 per
6	+/- 1 to Skill Rolls/Saves, Others	60	75 per
7	Simultaneous Use	70	Free
8	All 1st - 7th Order cost but 1 Power Point per +/- 1	80	Free; 1:1
9	+/- 1 to all Probability, including Things Magick	90	1,000 per
10	Fate Save; total, miraculous Save; "Miracle Save"	100	10,000 per

"Order" = the relative Order of the Probability Manipulation.

"Effect" = the effect of the Probability Manipulation (explained below).

"MinPower Required" = the minimum Power Attribute which the Luckster must possess in order to affect that particular manipulation.

"Cost" = the number of Power Points that each manipulation costs.

Explanations

Order 1: +1 to AV or DV. This allows the Luckster to modify his own AV or DV by +1 per Power Point burnt. There is no normal limit to the amount of Power that the Luckster can burn per attempt, although most novice Lucksters will tend to run out fairly quickly.

Order 2: +1 to Damage. This allows the Luckster to modify his own damage dice to add an additional +1 Hit Point of damage per every 5 Power Points spent. At its maximum, this can be used only to "max" a die or dice, and not to supersede any normal limits upon the dice.

Order 3: +1 to Skill Rolls. This allows the Luckster to modify his own Skill Rolls by burning 10 Power Points for every +1 added to his Skill Roll, up to the normal maximum allowable. This affects all Skill Rolls, and any other Special Power rolls which involve die rolls, such as Bloodhound and all other such Attribute-modifying powers. It should be noted that "Master"-rank Skill Rolls, which have a range that is expressed on percentile (d100) dice, require a normal 1:1 expenditure per point added. One gets what one pays for, however.

Order 4: +1 to Saves. This allows the Luckster to modify his own Saves by burning 25 Power Points per +1 which he wishes to add to his Save. The same "Master"-rank guideline from above applies here as well.

Order 5: +/- 1 to AV/DV/Damage, others. For every 50 Power Points burned, the Luckster can modify by +1 or -1 any AV, DV, or Damage die roll from any single victim. The practical limit is the highest possible or the lowest possible range for that die or for those dice. The practical range for this is approximately 1 Hex (10 Feet) per Level of the Luckster.

Order 6: +/- 1 to Skill Rolls/Saves, others. For every 75 Power Points burned, the Luckster can modify by +1 or -1 any Skill Rolls or Saves from any single victim. The practical limit is the highest possible or the lowest possible range for that die or for those dice. The practical range for this is approximately 1 Hex (10 Feet) per Level of the Luckster.

Order 7: Simultaneous Use. This magnificent plateau of power allows the Luckster to simultaneously employ not one but two of his powers, in the same Action Phase, provided that he has the Power Points (and the calculator) needed to do so. This means that he can, in one Action Phase, grant himself a hefty plus-whatever to his DV roll, simultaneously doling out a hefty minus-whatever to his opponent's AV roll, or any combination thereof. Typically this is limited to an "offensive/defensive" expenditure, but, with the Luckster, any sort of atypical mischief is possible.

Order 8: All 1st - 7th Order effects now cost only 1 Power Point per +/- 1 to employ. This allows the Luckster to cheat even more efficiently, as the Power Point costs for all of his cheating now gets reduced to practically nothing!

Order 9: +/- 1 to all Probability, including Things Magick. This brain-blasting, power-mad, reality-ripping, Monty Haul vs. Monty Python power allows the Luckster to change the roll of the Creator's own random treasure-rolling dice!!! This does cost, however, and it'll set the Luckster back a full 1,000 Power Points per +1 or per -1 that he has to tamper with. Of course, the Luckster (and only the Luckster) will "know" what the potential treasure is, or what it may be, and a private conference may be called for with the Creator to determine the outcome. Consult ye the tables of treasure, and prepare to cheat!

Order 10: Miracle Save. This allows the Luckster to simulate the effects of a Fate Point Save, merely by burning a simple 10,000 Power Points! What a rip! What a cheat! It's instantaneous, mind you, and can totally duplicate the full effects of a real, true, totally fer-real Fate Point. The only catch is that you gotta have the 10,000 Power Points, but that's what you burn Order 9 power for, just so you can hoard all the Power Batteries that your hoarding little Power Foci can tolerate!



VAMPYR

The Vampyr is a normal humanoid who has been converted to The Dark Side by another Vampyr through the ingestion of that Vampyr's cursed blood. This dark "gift" transforms the victim into a Vampyr (which is a "Freak" template, to be placed "over" the Character's normal Professional one) over the course of approximately 1 Minute per Level of the victim. Once the transformation is complete, the victim gains a +1 to each of his 8 normal Attributes (up to a max of "20"), as well as a super-boost in his Power, which raises it to "100." This gift grants the Vampyr practical "immortality," rendering it immune to normal aging (as per Immunity To Aging; but not truly making it an Immortal, which only happens once you "Break On Through")

The newly made Vampyr also gains the neat abilities and powers listed under Special Stuff, while at the same time keeping virtually all of his former Attributes, Skills, Special Powers, Martial Arts, Combat, Professional, and other abilities. Most importantly, however, he keeps his former Level Of Experience! (All those "+1's" are added to the new Vampyr's old Attributes, and he immediately gains all of the Vampyr's nifty "+1 per Level" abilities, retroactive to 1st Level!). The new Vampyr gains XP (in his normal Profession) as he did in life, and gains in his own personal vampyric power as he progresses in Level.

The only bad thing with all this neat stuff is that the newly made Vampyr is now considered to be "damned" and, more likely than not, to be considered a low-down, dirty, filthy bloodsucker. Obviously, this can (and will!) conflict with the "good" Codes, as well as with several Professions' un written ones. Effects and/or

possible ramifications are left at the Creator's discretion. (And since nothing short of Primal Magicks can cure one of the curse of vampyrism...)

Dependence on Blood: The Vampyr *must* have 20 Doses (-1 Dose per Level) of fresh blood per night. While this is hardly the amount required by all the rumors, failure to drink the necessary amount of blood will result in the Vampyr's taking 1 Hit Point of damage (with no reductions!) per 1 Dose that is missed per night. This damage is cumulative, will not regenerate, and will recur each and every night until the Vampyr satisfies his craving. Should the Vampyr be reduced to "0" Hit Points by lack of blood, he will be forced unto The Dreamless Sleep.

The Dreamless Sleep: This is a period of "hibernation" during which the Vampyr must recoup his strength. The vast majority of Vampyrs endure this "sleep" once the sun's light breaks upon the land, sleeping until the baleful light of the sun has gone; only those of 20th Level or higher can resist this call. Occasionally a Vampyr is forced unto the sleep through lack of blood, or by sheer dementia brought on by the endless years of living. In this case, the duration of the sleep is at the Creator's discretion.

The curse of vampyrism is, in effect, a "template" which overlays the Character's normal Profession. Thus, as long as he continues to survive and gain XP in his normal Profession, he'll continue to gain in power. It should be noted that, despite what one may think to the contrary, several Vampyrs have been raised to true Immortal status.

The Dark Gift: This will transform any single victim into a true Vampyr. Through the course of this grueling ordeal, the physical body of the victim will "die," will purge itself of its last vestiges of mortality, and will begin the slow process of becoming truly undead. The process requires 1 Minute per Level of the victim, and the victim will be totally helpless during this time.

The required component is 1 Dose of Vampyr's blood per Level of the victim. The victim must ingest the blood to begin the transformation, and the spell must be cast (Vampyr's don't have to cast the spell; they can simply do this on their own, although the process becomes a bit more intimate). At the end of the process, the victim will become "linked" to the Vampyr from which he drank (if it's still alive, that is), and he will instantly accrue the status, rank, and power of a Vampyr (according to the above progression). No mortal may resist this most horrible transformation.

Ecce Nosferatu: The physical characteristics of the Vampyr overlay what his former ones are, in essence transforming him unto a pale white image of his former self. The physical characteristics of the newly made Vampyr are "frozen" in their last mortal image; for example, if the mortal had short hair, it will remain so, never growing again; if the hair is cut, it will regenerate rapidly to return to its "frozen" form. This is due to the power of the blood of the Vampyr, which "freezes" the genetic template of the victim at the time of the victim's introduction unto damnation. Thus, what makes the Vampyr strong and practically immortal also makes certain that the Vampyr stays that way, with no leeway for fashion statements.

The canine teeth and the nails of the Vampyr are exceptions to this rule of physical transformation. They will grow enough to become functional weapons in the pursuit of the Vampyr's food, although *they will not grow* nearly as large or as unwieldy as is commonly believed. And, again contrary to popular belief, the Vampyr cannot transform itself unto animal forms, unto mists, or otherwise physically shapeshift itself (unless, of course, the Character can do this through magick or through his Profession).

While the flesh of the Vampyr will remain as pale as alabaster, there is a temporary "flush" of normal, living hue after the Vampyr has fed. Thus, many Vampyrs who wish to walk among the living only do so after feeding, and then only for a short time (it lasts roughly 1 Minute per Dose of blood ingested). There are, of course, alternatives to this, of which a simple application of facial makeup is but one.

Vampyric Template

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	+1
Speed	+1
Dexterity	+1
Constitution	+1
Willpower	+1
Intelligence	+1
Presence	+1
Perception	+1
Power	+1/level

Average Adult Size

Height: as per humanoid form

Weight: as per humanoid form

Average Lifespan: Until Killed

CMR: as per humanoid form, +1 CMR per Level

Natural AP: +1 AP per Level

GenPackage: Power Progression +1/level, Natural Body Weaponry Bonus of Fangs/Claws (+1DC). Natural AP (+1 per Level). Speed Demon (+1 CMR per Level). Telekinetic Flight (at 5X Willpower in CMR). Stealth. Stalking. Seduction. Keen Hearing. Eagle Eyes. Bloodhound. Total Recall. Gloom Sight. Telepathy. True Regeneration (1 Hit Point per Hour). Solar Sensitivity (takes 20 Hit Points per Phase while in sunlight; reduced only for natural Vampiric AP). Immunity to Ageing (as per the Nazar Ethan; see "SenZar Rules"). Immunity to Disease. Dependence on Blood.



VYSHE

Slim, serene, surreal, the Vyshe are creatures of The Astral who are often mistaken for angels.

Their Special Power of Astral Travel allows them to travel instantly from The Astral to The Prime, and vice versa. They may do so at will, and they may do so with as much mass as they can normally carry.

The Vyshe choose to exist in small communities on The Astral itself, often "close" to other populated worlds in The Prime, if only so that they can freely interact with other sentients, whose goods or companionship they may desire from time to time. Always established in localized areas of "fluid" Astral, Vyshe communities often resemble something from a Dali vs. Escher portrait, as they are generally of a free-spirited mindset, and, naturally, the stuff of The Astral is quite willing to bend itself to their wills when they take it upon themselves to "shape" it as they see fit. Thus, it is not unusual to "walk" from one Vyshe's apparently infinite sea-side garden to a neighbor's melting-watch-treehouse, covering just a few relative steps in the process. Small wonder why few ever are tempted to stay for extended periods of time in the Vyshe community, even though they can, with some slight training, bend the "fluid" Astral to their wills as well.

It is a rare Vyshe who does not announce his status and station with a Vindicator blade. This massive, sweeping, Mysta blade is a large two-hander that is inscribed with pictograms which relate the "soul story" of its owner. (All Vyshe, even those who are

strictly spellcasters only, will begin the game with a Vindicator blade.) As the Vyshe are all but related to the Sidhe, this story often has no apparent beginning or end, and sometimes doesn't even appear to relate to the owner at all. Truth be known, it is the rare Vyshe who can remember his own origin, as The Astral plays mind games even with those who are native to it. Perhaps this explains the apparent devil-may-care attitude of the typical Vyshe, who more often than not does not care what he is doing, where he is doing it, and who or what he is doing it with, as long as he is having fun while he is doing it. In the end, it doesn't really matter to a being who is, for all intents and purposes, an Immortal from another layer of reality.

This is not to say that the Vyshe are nothing more than flippant pansies. Not at all. For, like the angels of legend whom they so much resemble, their appearance can be quite deceptive, a curious mixture of both beauty and terror, as they are as mercurial in nature as the Astral stuff which they bend to their will.

Note: High-ranking Vyshe Lords indicated their status with special Vindicator blades made of purest Mysta, and artificed to a high degree. These are, in effect, similar in status to the Honor Blade of the Silestions, and are often regarded with something a little more potent than mere respect.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	15
Speed	18
Dexterity	16
Constitution	15
Willpower	17
Intelligence	17
Presence	18
Perception	17
Power	16

Average Adult Size

Height: 6' - 7'

Weight: 100 - 200lbs

Average Lifespan: Until Killed

CMR: 10

Natural AP: 0

GenPackage: 100 Fate Points. Magick Sense. The Sight. Empathy. Basal Regeneration (1 Hit Point per Day). Languages: Telepathy; Sidhe (Level 2). Immunity To Aging. Astral Travel (at will). Vindicator Blade (+5 DC, Mysta construction; disregards all non-Mysta AP; see "Exotics" in **SenZar**).

100 Common Animals

We've listed 100 of the most commonly encountered Common Animals of SenZar. The "d100" entry is provided for the benefit of the Creator, who can use it to determine "random" encounters with the Common Animals. The vast majority of the Common Animals will have Mental Attributes below "10" and Physical Attributes between "10" and "20." Power will progress as per the SemiPro Power Progression. We've listed only the most outstanding special powers/skills/attacks in "Special Stuff." Please note that most of these creatures have "Stealth" and/or "Stalking," with possible Special Powers that enhance Perception, such as "Bloodhound" and "Gloom Sight." Some of the normal Damage ranges have been modified for the Creator's ease of use.

<u>d100</u>	<u>Animal</u>	<u>Str/Spd/Dex/Con/Will/Int/Pre/Per</u>								<u>KF</u>	<u>HPs</u>	<u>AP</u>	<u>Special Stuff</u>
1	Ant, Death	1	18	18	1	1	1	2	10	1	1	0	Sting 1 + 1d4 poison
2	Badger	8	14	12	12	7	3	5	12	1	12	1	Bite/Claws 1d2 + 1d6
3	Bat, Com.	1	16	16	2	2	3	5	14	1	2	0	Bite 1 (Flight)
4	Bat, Blood	1	17	16	3	3	4	7	15	1	3	0	Bite 1 + Continuous (Flight)
5	Bear, Com.	16	12	11	16	8	4	15	14	2	32	2	Bite/Claws 2d10 + 1d6
6	Bear, War	17	13	12	17	8	5	16	14	2	34	2	Bite/Claws 2d12 + 1d6
7	Bee, Killer	1	17	15	1	1	1	1	13	1	1	0	Sting 1 (Flight)
8	Beetle, Pincher	2	12	12	2	1	1	2	9	1	2	1	Bite 1 + Continuous (Flight)
9	Beetle, Wog	1	14	13	1	1	1	2	10	1	1	0	Bite 1 + 1 poison (Flight)
10	Bird, Com.	1	16	16	1	2	2	2	15	1	1	0	Beak/Claws 1 (Flight)
11	Boar, Wild	15	14	12	14	5	3	12	14	2	28	1	Tusks 2d8 + 1d6
12	Cat, Com.	2	15	16	3	9	5	5	16	1	3	0	Bite 1
13	Cat, Wild	3	16	16	5	10	6	7	16	1	5	0	Bite 1
14	Cheetah, Black	15	16	16	15	7	5	14	16	2	30	0	Bite/Claws 2d8 + 1d6
15	Chicken	2	12	12	3	2	2	2	12	1	3	0	Claws/Spurs 1 (Flight)
16	Chicken, Feral	4	14	13	5	2	3	4	14	1	5	0	Spurs 1d4 (Flight)
17	Clam, Land	2	11	12	2	1	1	1	6	1	2	4	Clamp 1 + Continuous
18	Cockroach	1	19	18	1	1	1	1	12	1	1	0	Disease
19	Cow, Com.	16	11	8	16	2	2	10	11	1	16	0	Horns 2d10 + 1d6
20	Cow, 4-Horn	17	11	8	17	3	2	11	12	1	17	1	Horns 2d12 + 1d8
21	Crab, Com.	1	11	12	3	1	1	1	11	1	3	4	Claws 1 (Swim)
22	Crab, Land	2	12	14	5	2	2	2	12	1	4	5	Claws 1 + Continuous (Swim)
23	Crocodile	17	16	13	16	5	4	16	14	2	32	4	Bite 2d12 + 1d8 (Swim)
24	Crow	2	16	16	2	6	5	10	16	1	2	0	Beak/Claws 1 (Flight)
25	Deer, Buck	12	14	12	12	3	3	8	15	1	12	0	Hooves/Charge 1d8 + 1d6
26	Deer, Doe	11	15	12	11	3	3	7	15	1	11	0	Hooves/Charge 1d6 + 1d6
27	Deer, Stag	13	15	12	13	3	3	9	15	1	13	0	Hooves/Charge 1d10 + 1d6
28	Dog, Com.	8	14	12	12	5	5	8	15	1	12	0	Bite 1d2 + 1d6
29	Dog, War	12	15	13	14	6	5	10	15	1	14	0	Bite 1d8 + 1d6
30	Duck	2	13	12	3	2	2	3	14	1	2	0	(Flight)
31	Eagle, Com.	4	16	16	5	3	3	5	16	1	5	1	Beak/Claws 1 (Flight)
32	Eagle, Killer	8	16	16	9	4	4	9	17	2	9	1	Beak/Claws 1d2 + 1 (Flight)
33	Elephant	18	11	10	20	9	7	16	16	2	40	1	Charge/Tusks 3d10 + 1d12
34	Fish, Com.	1	14	12	2	1	1	1	12	1	2	0	Bite 1 (Swim)
35	Fish, Hunter	2	15	14	5	2	2	2	14	1	5	1	Bite 1 (Swim)
36	Fly, Com.	1	19	18	1	1	1	1	18	1	1	0	Disease
37	Fly, Vog	1	20	19	1	1	1	2	19	1	1	0	Bite 1 + Disease
38	Frog, Com.	1	12	11	2	1	1	1	11	1	2	0	(Swim)
39	Frog, Glow	1	13	11	3	1	1	3	12	1	3	0	Glow (as Glow Stick) (Swim)
40	Frog, Poison	1	12	12	2	1	1	2	11	1	2	0	Poison Skin 1d8 (Swim)
41	Giraffe	16	11	10	16	3	3	15	16	1	16	0	Hooves 2d20 + 1d8
42	Goat, Com.	10	12	11	10	3	3	7	13	1	10	0	Charge 1d4 + 1d6
43	Goat, 4-Horned	12	12	12	12	3	4	13	14	1	12	0	Charge 1d8 + 1d8
44	Goat, 8-Horned	14	12	11	15	4	4	15	15	1	15	0	Charge 1d12 + 1d10
45	Hawk, Com.	3	17	16	4	3	3	5	16	1	4	0	Beak/Claws 1 (Flight)
46	Hawk, War	4	18	17	6	4	4	6	17	1	6	0	Beak/Claws 1 (Flight)
47	Hippopotamus	17	11	10	18	8	4	15	15	2	36	1	Charge/Bite 2d12 + 1d12
48	Hyena	12	15	13	15	6	5	10	16	1	15	0	Bite 1d8 + 1d8
49	Jackal	8	15	13	12	5	5	8	16	1	12	0	Bite 1d2 + 1d6

Common Animals

<u>d100</u>	<u>Animal</u>	<u>Str/Spd/Dex/Con/Will/Int/Pre/Per</u>								<u>KF</u>	<u>HPs</u>	<u>AP</u>	<u>Special Stuff</u>
50	Lamprey, Land	8	13	12	8	2	2	5	9	1	8	0	Bite 1d2 + Continuous
51	Lion, Com.	16	16	16	16	7	5	15	16	2	32	0	Bite/Claws 2d10 + 1d6
52	Lion, White	17	17	18	17	7	5	16	16	2	34	0	Bite/Claws 2d12 + 1d6
53	Llama	10	10	10	10	2	2	3	12	1	10	0	Hooves 1d4 + 1d6
54	Mammoth	19	10	10	20	9	6	17	16	2	40	2	Charge/Tusks 4d10 + 1d12
55	Monkey, Com.	5	16	16	3	7	8	5	12	1	3	0	Bite 1 + 1d6
56	Moose	16	11	11	16	3	3	15	13	1	16	1	Hooves/Charge 2d10 + 1d6
57	Moose, Dire	17	11	11	18	4	4	16	13	1	18	2	Hooves/Charge 2d12 + 1d6
58	Mosquito, Com.	1	16	16	1	1	1	1	10	1	1	0	Disease
59	Mosquito, Spiker	1	17	16	1	1	1	2	11	1	1	0	Bite 1
60	Moth, Death	1	15	15	1	1	1	2	15	1	1	0	Bite 1 + 1 poison
61	Moth, Fire	1	16	16	2	1	1	3	16	1	2	0	Bite 1 Fire dmg.
62	Mouse	1	17	16	1	2	3	3	14	1	1	0	Disease
63	Octopus, Giant	18	12	18	18	6	7	19	16	2	36	0	Tentacles/Beak 3d10 + 1d6 Tent. Continuous Dmg. (Swim)
64	Ostrich	15	12	10	15	2	2	7	14	1	15	0	Kick 2d8 + 1d6
65	Owl	2	16	17	3	3	4	7	18	1	3	0	Beak/Claws 1 (Flight)
66	Panther, Black	15	16	16	16	7	5	14	16	2	32	0	Bite/Claws 2d8 + 1d6
67	Penguin	3	12	12	3	2	3	4	13	1	3	1	Beak 1 (Swim)
68	Porcupine	4	11	10	10	5	3	7	11	1	10	1	Quills 1 + 1d6 + Disease
69	Porpoise	15	14	15	15	9	9	15	16	1	15	0	Charge 2d8 + 1d6 (Swim)
70	Pig	10	12	10	14	3	7	5	13	1	14	0	Trample 1d4
71	Rabbit	2	15	13	4	3	3	3	12	1	4	0	Bite 1
72	Rabbit, Fanged	8	15	13	12	4	3	5	12	1	12	0	Bite 1d2 + 1d6
73	Rat	2	16	15	3	3	4	4	14	1	3	0	Bite 1d2 + Disease
74	Scorpion, Com.	1	9	12	1	1	1	1	8	1	1	0	Sting 1 + 1 poison
75	Scorpion, Red	1	12	13	1	1	1	1	11	1	1	0	Sting 1 + 1d6 poison
76	Seal	3	13	15	4	2	3	4	14	1	4	0	Bite 1d2 (Swim)
77	Shark, Great	18	15	14	18	5	5	20	17	2	36	2	Bite 3d10 + 2d8 (Swim)
78	Sheep	10	10	10	10	2	2	3	13	1	10	0	Trample 1d4
79	Sheep, Black	15	12	11	15	3	3	9	13	1	15	0	Trample 2d8
80	Snake, Cobra	6	15	15	13	4	3	15	13	1	13	0	Bite 1 + 1d10 poison
81	Snake, Com.	5	15	14	12	4	3	14	13	1	12	0	Bite 1 + 1d6 poison
82	Snake, Flying	8	16	16	14	4	4	16	15	1	14	0	Bite 1d2 + 1d10 poison (Flight)
83	Spider, Com.	1	17	18	1	1	1	1	12	1	1	0	Bite 1 + 1 poison
84	Spider, Flying	1	19	19	1	1	1	2	14	1	1	0	Bite 1 + 1 poison (Flight)
85	Spider, Large	1	16	17	2	1	1	2	12	1	2	0	Bite 1 + 1d4 poison
86	Spider, Sleep	1	18	18	1	1	1	1	12	1	1	0	Bite 1 + Save vs. Con or Sleep
87	Squirrel	1	16	16	3	3	4	3	15	1	3	0	Bite 1
88	Tiger, Com.	16	16	16	16	8	5	15	17	2	32	0	Bite/Claws 2d10 + 1d6
89	Tiger, Black	18	16	16	17	8	5	16	17	2	34	0	Bite/Claws 3d10 + 1d8
90	Trilobite	1	11	12	1	1	1	1	11	1	1	1	Bite 1 (Swim)
91	Turtle, Spiked	15	10	11	15	4	2	15	12	1	15	8	Spiked Tail 2d8 + 1d8
92	Warhorse	17	10	10	16	7	5	15	16	2	32	0	Hooves/Trample 2d12 + 1d6
93	Warhorse, Akir	18	11	10	17	7	5	15	16	2	34	0	Hooves/Trample 3d10 + 1d6
94	Wasp, Night	1	18	17	1	1	1	1	10	1	1	0	Sting 1 + 1d4 poison
95	Whale, Killer	17	13	13	17	9	9	17	16	2	34	0	Bite 2d12 + 1d10 (Swim)
96	Wolf, Com.	15	15	14	15	8	6	15	16	1	15	0	Bite 2d8 + 1d6
97	Wolf, Grey	16	15	15	16	9	7	16	17	2	32	0	Bite 2d10 + 1d6
98	Wolverine	9	15	12	15	8	4	8	16	1	15	1	Bite/Claws 1d3 + 1d6
99	Worm, Brain	1	10	11	1	1	1	2	7	1	1	0	Bite 1 + Continuous into Brain
100	Zoom Cat	15	20	18	16	8	7	18	17	1	16	0	Bite/Claws 2d8 + 1d6 (CMR 20)

The Dark is your friend....

MONSTER TABLES**Monster Total DC Bonus/Damage Bonus**

<u>Total DC Bonus</u>	<u>Damage Bonus</u>
DC 1	1-6
DC 2	1-8
DC 3	1-10
DC 4	1-12
DC 5	2-16
DC 6	2-20
DC 7	4-40
DC 8	6-60
DC 9	8-80
DC 10	10-100

Monster Hit Points/Modifiers To Hit Points

<u>Monster's Hit Points</u>	<u>Modifier To Hit Points</u>
1 Kill Factor	0
less than 50	± 1d6
51-99	± 1d10
100-999	± 1d20
1,000+	± 1d100

1 Kill Factor = # of Hit Points equal to Monster's CON Attribute

Monster Size/Mass Range/DV Bonus/Penalty

<u>Size</u>	<u>Mass Range</u>	<u>DV Bonus/Penalty</u>
Puny	less than 1 oz	+10
Tiny	less than 1 lb	+5
Small	1 to 50 lbs	+2
Average	50 to 500 lbs	0
Large	500 to 5,000 lbs	-2
Huge	5,000 to 10,000 lbs	-5
Gigantic	10,000 + lbs	-10

Monster Loot Categories/Random Loot Modifiers

<u>Monster's Loot</u>	<u>Loot Modifier</u>
None	None
Very Little	X.25
Little	X.5
Average	X1
Lots	X2
Greedy	X4
Hoarder!!!	X10

Monster Action Phases**NonProfessional**

<u>Kill Factors</u>	<u>Action Phases</u>
1-10	1
11-20	2
20+	3

Professional

<u>Kill Factors</u>	<u>Action Phases</u>
1-4	1
5-9	2
10-14	3
15-19	4
20+	5

Monster Power Progressions

<u>Power Progressions</u>	<u>Explanation/Relative Ranking</u>
+3 per Kill Factor	Normal
+4 per Kill Factor	Magickal or magick-using creatures
+5 per Kill Factor	ExtraPlanar or highly Magickal

Monster CV Progressions

Monster's CV = Professional Combat
Professional Combat = +1 to CV per Kill Factor, including 1st Kill Factor

Random Monster Table

<u>Monster's Relative Danger</u>	<u>Scenario</u>	<u>#</u>
Monster = ¼ PC's Level	Simple:	1
	Easy:	1d4
	Average:	1d8
	Difficult:	1d20
Monster = ½ PC's Level	Deadly:	1d100
	Easy:	1
	Average:	1d4
	Difficult:	1d8
Monster = roughly PC's Level	Deadly:	1d20
	Average:	1
	Difficult:	1d4
	Deadly:	1d8
Monster = 2X PC's Level	Difficult:	1
	Deadly:	1d4
Monster = 4X (or +) PC's Level	Deadly:	1

SENZAR

Stay tuned for future products in the SENZAR line, with more information on the world, the multiverse, and beyond.....

Drop us a line at the following e-mail addresses and let us know what type of random damage you would like to see in our future products!

CrabFoam@aol.com

ALERYON@aol.com

SHARDANTH@aol.com

Till then: Foam all you want (we'll foam more.....).

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- Demons such as you've never seen before
- The immortal SHADAR LORDS, whose soul sucking wickedness is unmatched by any other
- Elite MOKARR death squads, the reptilian beasts of the Great Rift, and a host of other unsavory creatures, including the immortally-damned ones known as the NINE EVILS

Your players may fear it, but as creator, quickly you will learn that the dark is your friend.....